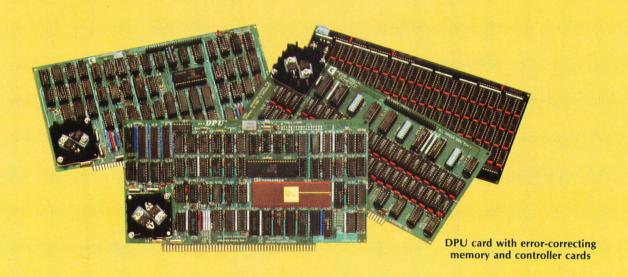


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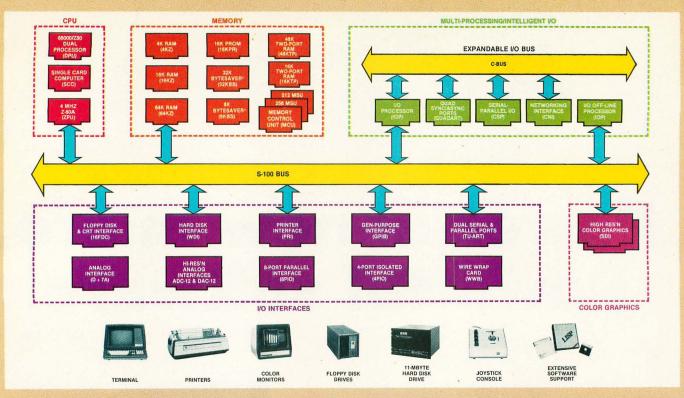
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Features

- **42** Build the Circuit Cellar MPX-16 Computer System, Part 2 by Steve Ciarcia I A continued description of an 8088-based system that shares its principles of operation with the IBM Personal Computer.
- **83** Game Plan 1982 / A section devoted entirely to games and gaming begins here.
- **84** The Coinless Arcade—Rediscovered by Pamela Clark and Gregg Williams / With so many games available for microcomputers and cartridge systems, you can play forever.
- **92** The Vectrex Arcade System by Pamela Clark I A vector-display game system brings true arcade adventures into the home—all for less than \$200.
- **94 Board to Death /** Can you tell an Apple from a TRS-80 when they're stripped of their outer trappings? Find out by taking this quiz that tests your skill in recognizing printed-circuit boards.
- **96** Design Techniques and Ideals for Computer Games by Chris Crawford I Atari's prized and prolific creator of games discusses some of the special techniques he uses.
- **112** Chargel by C. Anthony Ray I A trajectory game that shoots electrons through stationary ions. It's the second-place winner in the BYTE Game Contest.
- **124** Cosmic Conquest by Alan Sartori-Angus I The first-place winner in the BYTE Game Contest is a realtime space strategy game.
- 142, 150, 160, 162 BYTE Game Grid: Ricochet by Gregg Williams; Action Games for the VIC-20 by Russell Kavanagh; Deadline by Chris Morgan; Penetrator by Stan Wszola
- 167 Character Editor for the Atari by Tim Kilby I Explore the Atari's ANTIC 4 and 5 modes.
- **222** User's Column: A Slew of Languages, a Slap at Documentation, and a Curse at Keyboards by Jerry Pournelle / Unaccustomed as he is to voicing his opinions, Jerry drops just a few hints.
- **260** The Soundchaser Computer Music Systems by Robert A. Moog I Two new synthesizers make headway in the evolutionary process toward the ultimate computer music system.
- **278** A Brief Introduction to Electronic Music Synthesizers by Robert A. Moog / Modern-day synthesizers are direct descendants of analog computers.
- **288** The 8051 One-Chip Microcomputer: A Most Powerful Microcontroller by Howard Boyet and Ron Katz / Hardware-intensive applications can show off the power of hardware.

- **314** Problem Oriented Language, Part 1: A New Method of Input by Mark Finger I Data entry can be shortened and simplified by using Problem Oriented Language.
- **372** Practical Dynamic-Memory System Design by Rob Belics I A straightforward look at design with dynamic
- **414** Test Your Memory Using the Barber-Pole Algorithm by H. R. Pinnick Jr. / Useful diagnostic information is not hard to obtain, as an example coded for the 8080 processor shows.
- **486** A Versatlle Low-Cost Microprocessor Controller Module by David L. Craig I Add intelligence to your latest project at minimal expense.

Reviews

- 206 Microshell and Unica: Unix-Style Enhancements for CPIM by Christopher Kern
- 250 Autocontrol's AC-85: A CPIM System on One Board by JoAnne Benedict
- **392** Multidos: A New TRS-80 Disk Operating System by Rowland Archer
- **404** Condor Series 20 DBMS by Jack L. Abbott

Nucieus

- 6 Editorial: The Play's the Thing
- 14 Letters
- 38, 202, BYTE's Bits
- **182, 390** Product Description: Lotus Development
- Corporation's 1-2-3; The Lobo Max-80 202, 389 Book Reviews: PET/CBM BASIC; 8080/Z80 Assembly Language: Techniques for Improved Programming
- 389, 403 BYTE's Bugs
- 398, 448 System Notes: GRPRINT: An Apple Utility Program for Dot-Matrix Printers; A Little Apple SOS with Your Pascal
- 500 BYTELINES
- 505 Clubs and Newsletters
- 506 Ask BYTE
- 508 Software Received
- 512 **Books Received**
- 514 Event Queue
- 518 Cumulative Index Update
- 532 What's New?
- 589 Unclassified Ads
- 590 BOMB, BOMB Results
- Reader Service









Page 84 Page 92

Page 96

Page 150

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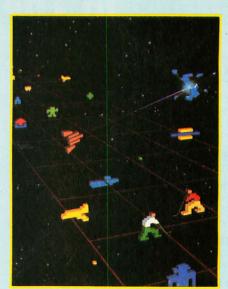
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In This Issue

Video games are taking the country by storm. They provide thousands of youngsters and adults alike with hours of exciting play. Their attraction forms a complex web of challenge, high-speed action, and intrigue. Video games offer a temporary alternative to workaday problems and worries. And, as Robert Tinney's cover suggests, they transport you into another world. Swiftly moving out of the arcades and into the homes, video games for microcomputers have grown into a booming industry of their own. In keeping with this national game wave and the playful spirit of the holiday season, we have put together a section devoted exclusively to games (see page 83). Game Plan 1982 includes "The Coinless Arcade—Rediscovered" by Pamela Clark and Gregg Williams; reviews of four games in BYTE's new Game Grid; the first- and second-place Game Contest Winners, "Cosmic Conquest" by Alan Sartori-Angus and "Chargel" by C. Anthony Ray, respectively; an article by Chris Crawford of Atari on "Design Techniques and Ideals for Computer Games," a quiz called "Board to Death" that will test your skill in recognizing printed-circuit boards; and more. We have our first annual update of the BYTE Cumulative Index. We present the second part of Steve Ciarcia's three-part article "Build the Circuit Cellar MPX-16 Computer System." Gregg Williams describes "Lotus Development Corporation's 1-2-3." And we have Jerry Pournelle's User's Column plus our regular features and reviews.

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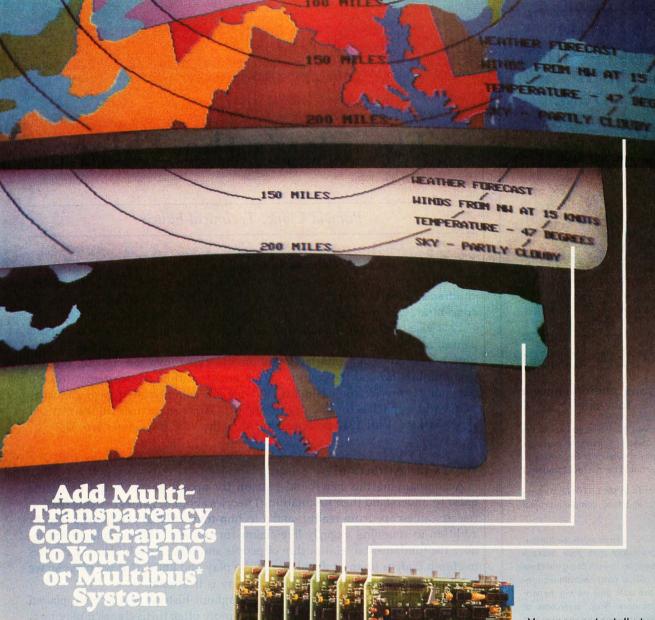
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Editorial

The Play's the Thing

Pamela Clark, Technical Editor

Each year, we mark December's arrival by the visions of toys and games that fill store windows, newspaper ads, television screens, and, of course, children's heads. And each year, many of us remain aloof, choosing instead to concentrate our energies on work. At least that was the case until 1982.

This year, not only the children are thinking about games, reading about games, talking about games, buying games, and even playing games. Primetime television documentaries focus on the game invasion and its origins. Communities around the country picket arcade parlors in an attempt to keep the young from electronic clutches. Video-game commercials appear almost as frequently as pitches for laundry detergent. Games magazines fill the racks at supermarkets. Will 1982 be remembered as the Year the Games Got Us?

What's the Attraction?

Accompanying this newfound passion for arcade games is the inevitable quest to understand their fascination. Theories abound: games provide tension release, an escape from reality, and a techno-mystical high, to name a few. In addition to sounding vaguely like claims for snake oil, these explanations ignore the fundamental relationship of people and play. As John Huzinga writes in *Homo Ludens* (man as the player), "We play and know that we play, so we must be more than rational beings, for play is irrational."

Play, of course, is nothing new. Throughout history people have played games, sometimes with great abandon but more often furtively, as if playing is something we shouldn't admit we do, much less enjoy. Perhaps this very ambivalence has relegated the activity to the young. Most adults have done little more than smile wistfully at youth's antics before resuming more serious activities. The microcomputer, however, gives play an aura of respectability and therefore makes games playing an acceptable adult pastime.

Suitable for Gaming

Although the microcomputer can do many things, it is uniquely suited to game playing. For many of us, it represents a mature approach to play in the privacy of our homes. A variety of skill levels, a large selection of games, and the ability to be programmed to a vow of silence make the machine a perfect play companion. It spares us the dilemma of finding worthy opponents and the anguish of having our pet strategies revealed to friends and relatives. And because we play in private, no one need ever discover our secret passion.

For better or for worse, many of us equate a fondness for arcade games with a craven longing for the *National Enquirer*—a weakness we shouldn't admit to in polite company. But that attitude is changing. Those of us who want to game without shame may soon find strength in numbers. As more people own microcomputers, the ranks of game players multiply. In fact, playing games could become a worldwide pastime. After all, if robots do all the work, we'll need *something* to do.



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The Game's the Same

In 1982, few games broke new ground in either design or format. Regrettably, the trend toward uniformity may continue to be characteristic of computer gaming. There are two primary reasons for this: commercial marketing trends and the design imbalance of most games.

The microcomputer game industry is subject to the same forces that shape other industries, the primary one being to make money. If the public really likes an idea, it is milked for all it's worth, and numerous clones of a different color soon crowd the shelves. That is, until the public stops buying or something better comes along. Companies who believe that microcomputer games are the hula hoop of the 1980s only want to play Quick Profit. And when companies measure their success by quarters (both the calendar and coin variety), designing innovative games is low on the list of priorities.

Microcomputer games are now part of the mammoth entertainment industry that focuses on your play time and how much you will spend on it. Companies view games in terms of their knock-off potential, the same trend that affects television and movies. Look at *Raiders of the Lost Ark*, *Tales of the Gold Monkey*, and *Pitfall*—the movie, the TV show, and the game.

Ironically, in industry's rush to respond to demand, the original creative concept always seems to get copied rather than improved. Just as the birth of the microcomputer spawned a seemingly endless succession of similar machines, the instant popularity of video games will beget generations of imitative software. While the industry isn't totally saturated with look-alikes, this year has seen more money poured into promotion and advertising than into developing new and innovative games.

The Limits of Game Design

The second reason for uniformity, the design imbalance of games, has to do with the background of computer game designers. Most of the current designers acquired their computer skills before they began tinkering with games. Their games still reflect that orientation; they make the game fit the machine. Thus the microcomputer severely limits game design. Ideally, a computer game is composed of the same elements as any other game: the players' roles, the setting, and the plot (the sequence of events and their consequences). For believable roles, designers apply an extensive knowledge of behavior. For engaging settings, they draw on their imagination and experience. By combining these elements with a suitable plot, a designer can create a particular mood.

Unfortunately, in many computer games, some elements are not as well developed as others. Because the plot can easily be reduced to a series of numbers and instructions, it is well suited to the microcomputer. Thus most computer game designers manipulate the plot rather than the roles or setting. Consider the following sequence

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Editorial _

of events: if Player A fires the laser pistol and hits the alien, the score will increase by 1000 and the sky will fill with swarms of attacking spaceships. (Quick: how many of you have already translated this into the appropriate code?) Programming a computer to keep a record of events and generate consequences is clearly easier than creating a complex integration that incorporates roles and settings. If you experience déjà vu while playing a video game, it's because, underneath the colors and sounds, most computer games are just the same old formulas. Creating games with a balance of roles, setting, and plot may require the skills of designers who discovered games before computers.

Brave New Games

One way to balance the elements of game design is to approach the microcomputer as part of an overall system, incorporating videodiscs and holography to create your own game. You might, for example, become the hero of a life-size battlefield projected on the walls of your playroom. All you'd have to do is select the videodisc with the appropriate scenery and push the holography function key. When you tired of battling in one location, you could choose another: capture the Eiffel Tower in Paris, run with the Cossacks on a vast Tibetan plain, or engage in a warp-drive duel in another galaxy.

Similarly, if you find a game design you really enjoy, you can personalize it; descending aliens could become gypsy moths, next-door neighbors, ring-around-thecollar, or whatever nemesis you want to blast away at. In fact, if you use the microcomputer as a game-generating machine, you can create your very own game world. First determine the size of your visual display, from one screen to six—which would fill the room with pulsating scenery. Route the sound through strategically located speakers and select your setting-30,000 BC, a couple of light-years down the road, or anywhere in between. Decide whether your player image will be a projection of yourself or a symbolic playing token you create. If you like, the game machine can compute your handicap based on an algorithm of your previous experience and your present mental and physical condition. After a few moments you'd have a game to call your own.

The computer's ability to communicate means that you can even share your game with a worldwide contingent of players. As we communicate through play, microcomputer gaming could become the Esperanto of the future. The possibilities are endless if we strive to make the microcomputer a game machine instead of just making more games for the microcomputer.

Where does that leave us? This hasn't been a banner year for innovation, but during 1982 lots of us finally went public playing games. That event alone may have more influence on the look of future games than any technological breakthrough, marketing strategy, or designer's revelation.

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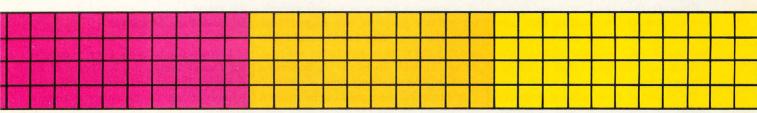
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Letters

Logo Draws Enthusiastic Responses

Congratulations on the August 1982 BYTE theme issue describing Logo, a most interesting language and computer-based learning environment.

Daniel Watt's excellent article, "Logo in the Schools" (page 116), as well as others in that issue, states that the Logo environment improves a student's learning ability. But from the research presented in BYTE, it is not clear that Logo, per se, is really the panacea its enthusiastic sponsors claim it to be.

Many factors influence a student's ability to learn and a teacher's ability to evaluate student performance. Increased training of the teachers, increased time spent individually with students, greater availability of modern equipment, special-interest group meetings after school and on weekends, and the special recognition that a child gets for being part of the study may have had a greater impact than that of Logo.

That the student knows that he or she is participating in a study can skew the test results tremendously. This problem was demonstrated long ago in psychological research and is known as the "Hawthorne effect."

The Edinburgh study (page 117) showed that the quantitative improvement in mathematical skills was small, while the teachers *perceived* the students to have better reasoning abilities. In this case, it appears that the outcome of the test was influenced by what the teachers expected to find.

If teachers *think* that Logo-based education is good for the students, then they will tend to find mostly positive results. Nicknamed the "Rosenthal effect," this problem has also been called a self-ful-filling prophecy.

The notion of a self-fulfilling prophecy applies to students as well. Children branded as "below average" often perform at a low level because they lack the confidence to succeed. When they are specially selected for a research study, they are labeled as someone unique. That label, in turn, becomes a self-fulfilling prophecy, giving them the impetus to succeed because someone *expects* them to.

The solution is to conduct a doubleblind experiment. The person who evaluates student ability should have no knowledge whatsoever of the experimental conditions applied to the student groups.

Education is a *system* with many subparts; Logo is only one part of that system and is merely the *catalyst* for all the other factors. Logo solves the problems associated with the computer (e.g., Logo is highly interactive and more user-friendly than previous systems). But Logo research projects seem to ignore all other influential forces.

When Logo systems go into the field, will classes be small enough for individual instruction? How many teachers will be given additional instruction and training in the use of Logo? Will funding be provided for teachers to supervise after-hours special-interest groups? Will schools really have enough machines to make Logo use meaningful? (Even if Apple donates a computer to every school, one computer per school doesn't provide much machine time for each student.)

Like the researchers, I also believe that the use of Logo systems will have a positive effect on learning ability. But more thorough research than that reviewed in BYTE must be done before we Logo-ize all of our schools.

Edward Mitchell, Software Development Engineer

720-A Independence Ave. Mountain View, CA 94040

I read with interest the Logo articles in the August BYTE. I would, however, like to make two observations. First, the claim that modern program-language designers advocate the use of data typing in order to (1) discourage the use of a single variable for various purposes (see page 174 of Brian Harvey's "Why Logo?") and (2) to simplify the work of a compiler (see page 88 of "Harold Abelson's "A Beginner's Guide to Logo") are not quite accurate.

It is true that these goals can be attained by typing variables and declaring all variables used; however, the major gain is that the *information required for a precise understanding of a program from its text* is made available. A data type is a set of values and a group of operations; a variable is a named object declared to be of some type. A variable can have as value any element of the set of values of its declared type, and the operations of that type are the only ones that may be applied to the variable. Thus, the declaration

var i: integer

in Pascal supplies the following information: the program will be using a variable named "i," the values it may take on are in the range —maxint to +maxint, and the only operations that may be applied to "i" are the arithmetic, comparison, and evaluation operations defined for integers in the Pascal-language definition. The gain is less in automatic compiler checking than in the increase of human understandability of a program.

This brings up my second point about Logo: it appears to be an excellent tool for the sorts of exploratory learning for which it was intended. In my opinion, however, it is totally inadequate as a medium for the development of certifiable product software which efficiently uses the resources of a machine to perform a computational task. In particular, the system does not lend itself to the development of large software systems by a group of software engineers; note that this is precisely the situation in which complete accurate information about the structure of the software and its functional and performance properties must be available to personnel other than the original developer. I suspect that Logo vendors would not want to develop, modify, and maintain the Logo processor software (interpreter, editor, I/O routines, etc.) in Logo. The development and maintenance of software products should be an engineering rather than an experimental enterprise; Logo was designed for experimental rather than engineering use.

Bill Wood St. Louis Park, MN 55426

I would like to make a few comments on Daniel Watt's article "Logo in the Schools." It only reinforces my belief that schools are *not* the best place to educate children.

Several points brought forth in Watt's discussion of the Brookline Logo project (page 120) deserve special emphasis. "The surprising success of students with learning disabilities. . ." seems a contradiction. One wonders if "learning disability" is not an educator's term to describe a teaching inability. Information presented in a way acceptable to each individual child will virtually eliminate this national epidemic—learning disability.



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Micro Peripherals, Inc. 4426 South Century Drive Salt Lake City, UT 84107 Phone 1-800-821-8848 Circle 331 on inquiry card. The Brookline project rejected standardized tests to measure the stated goal "to observe and document what [the children] actually learned." To me, this means that tests may be designed to evaluate the system (e.g., an educator's preplanned objectives) and not to determine a child's knowledge. One should think about this very carefully.

Watt said that a "limitation of the project was that it required an extremely sensitive and knowledgeable teacher, with a great deal of time to consider the needs of each student." To me, this is the ultimate limitation of *all* schools.

A final comment directed at Watt's conclusion. He said that "teachers need to understand the value of exploratory learning and student interaction." It seems to me that professional educators have been promoting just the opposite because, with student/teacher ratios of 30 and more, rigid discipline is mandatory. Watt should have said that "teachers need to unlearn their own training to limit individuality and interstudent communications." Paraphrasing the Computer in the Schools project coordinator, maybe practicing this will "turn kids on" and provide further "striking changes in kids' relationships to schools and learning."

Please continue the efforts to present a wide variety of information in BYTE so that those of us who choose to educate our children at home may learn. I found the August issue particularly supportive of my endeavor.

James O. Mayor 26824 Howard Chapel Dr. Damascus, MD 20872

I agree with Mr. Mayor that many of the points raised in my article, "Logo in the Schools," could be taken as criticism of prevailing classroom practices. I am delighted that he found the August issue helpful in supporting his decision to educate his children at home. On the other hand, millions of children who are in schools are also entitled to experience the kinds of benefits that a Logo learning experience can offer. I believe that Logo can help schools broaden and deepen the kinds of learning experiences that they offer and that our schools will be more likely to do so if the issues highlighted by Mr. Mayor are clearly faced and understood by educators who choose to use Logo in their classrooms. . . . D. W.

What a pleasure it was to devour the August 1982 BYTE from cover to cover! Logo is becoming a significant part of our "computer culture," and BYTE's outstanding treatment of its many aspects and levels of subtlety certainly affirms that fact. I especially appreciated the articles by Daniel Watt ("Logo in the Schools," page 116) and Cynthia Solomon ("Introducing Logo to Children," page 196). From these articles, the average reader can get an excellent overview of the tremendous practical potential for Logo in our classrooms.

The National Logo Exchange, a newsletter for Logo teachers, is dedicated to facilitating the exchange of successful Logo teaching tips, techniques, and strategies among teachers using Logo in their classrooms. As editor, I applaud BYTE's efforts to educate the general public to Logo, and I look forward to the effects of the August issue being felt in many school board meetings across the country.

Again, thank you for the efforts on behalf of Logo. The children of today will benefit from the August BYTE for many years.

Tom Lough, Editor The National Logo Exchange POB 5341 Charlottesville, VA 22905

Excellent edition—August 1982. The articles on Logo were very good. As an educator who has been using Logo for several months with children of a variety of ages (2nd to 10th grades) and with a variety of results, I thoroughly enjoyed the issue (I wanted to write to compliment BYTE even before I finished the last article).

I would also like to comment on Chris Morgan's editorial "Keeping Our Technological Edge." While I echo Mr. Morgan's thoughts about providing a greater chance for children to learn computing skills by making hardware available through tax breaks, I would like to point out what many consider a more serious problem: the dramatic shortage of qualified teachers of math and science. The reason for this shortage is clear: salary. A beginning programmer earns more than one and a half times the salary of a beginning teacher. Further, there is little job security in teaching. The National Science Teachers Association found that 50.2% of the teachers assigned to math and science classes last year had in-adequate backgrounds. And the problem is getting worse. A recent article in the *New York Times* pointed out that during the last decade production of secondary school teachers has declined 78% in math and 64% in science.

Although numerous solutions have been proposed, including getting industry involved on various levels, the main thrust will have to come from a commitment to education on a national basis. We are dangerously close to falling behind Japan, West Germany, and the Soviet Union in technological fields, and we will certainly fall behind if we continue to follow this path of cutting back for today and sacrificing our future.

Again, I applaud BYTE on the August issue and for its awareness of the problems that are evolving.

John Reynolds, Computer Coordinator Lenox School 170 East 70th St. New York, NY 10021

More on Logo

I have just returned from buying two additional copies of the special Logo issue of BYTE. These will remain our references, as have some other issues of BYTE.

BYTE's consulting editor, Phil Lemmons, concluded his "Logo Update" by citing the lack of hardware to teach Logo (page 334). In the YPLA (Young People's Logo Association) we have faced that problem by devising methods of teaching turtle geometry off the computer. Most certainly we don't ignore the computer. Rather, we take the geometric concepts carried out on the screen and place them into real-life situations with which young people can very easily relate. Thus, when they get their turn at the keyboard, they can use that precious time to better advantage.

Our program is quite simple. We use body geometry, arts and crafts projects, graph paper, cut-outs made from screendumped programs, worksheets, activities with Big Trak, and other devices to help provide a visual reference to the educational concepts presented by the turtle.

Also, Gregg Williams in his comparative article on the implementations of Logo overlooked what I have found to be

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Vancouver, B.C. Canada V6H 1E2 (604) 738-3500 a very important undocumented TI Logo command. (See "Logo for the Apple II, the TI-99/4A, and the TRS-80 Color Computer," page 230.) To the best of my knowledge, *Turtle News* is the only publication to fully describe the JOY1 and JOY2 commands. These are extremely useful for inputting numerical code to the computer.

I have enjoyed working with cerebralpalsied patients using adapted joysticks as the input devices. And the ease with which Logo can be learned, coupled with its efficiency as a general-purpose language, make it very well suited for teaching these people what can be done with the computer.

Given the confidence quickly gained through Logo, these people can, will, and do gain the confidence to go on and learn what they need to do to become productive citizens. All they need is someone to show them that they can indeed do it.

Again, thanks for a marvelous issue. It will become a most permanent and useful part of our library.

James H. Muller, President Young Peoples' Logo Association 1208 Hillside Dr. Richardson, TX 75081

Congratulations on the August issue devoted to Logo. I can hardly imagine a better job of covering both the language and the culture. I have one complaint, however, concerning Gregg Williams's otherwise top-notch article comparing four different versions of Logo. (See "Logo for the Apple II, the TI-99/4A, and the TRS-80 Color Computer," page 230.)

His contrast between the relatively black box, user-proof character of Apple Logo and the relatively greater user access to the Terrapin/Krell version is right on the mark. But does it follow that "Apple Logo is better for situations involving nontechnical users and. . .Terrapin Logo is oriented more toward the sophisticated programmer"? I suppose that depends on one's image of the typical new user of Logo.

For the past few months, I have been giving workshops for educators interested in learning about Logo. As a group, these are overwhelmingly nontechnical users. Nevertheless, given a choice between Apple Logo and Terrapin Logo, they consistently express a preference for the Terrapin version (after overcoming some initial bias in favor of the Apple name).

The single difference that most accounts for this preference is one factor that wasn't even mentioned explicitly in the article: what the user can do with pictures in the two systems. Although it is possible to get a printer copy of the graphics screen in Apple Logo, one must "crash" Logo to do so. In Terrapin/Krell Logo, the user may save and read pictures from files that are accessible not only from within Logo but also within Apple DOS. As a result, for example, one can create and save pictures using public-domain Applesoft-based utilities and then use them freely from inside Logo programs.

To a teacher just getting started with a new language, this kind of compatibility across systems has a powerful appeal. So does a tutorial manual (from Terrapin) that is both "geared for the novice" and "does a very good job of introducing some advanced Logo concepts." Teachers also appreciate the tutorial demonstration programs and the shape-editing utility from MIT and the text-editing utilities from Terrapin. By contrast, as Mr. Williams states, "Apple Logo's greatest strength is its advanced programming commands." The applications for these commands are, of course, over the heads of the teachers in my introductory workshops.

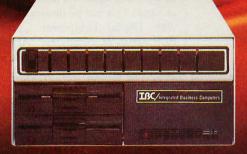
Except for that, I could find nothing in the whole issue that didn't make sense to me. Thanks for a superb job.

David Greene 3144 David Ave. Palo Alto, CA 94303

Thanks for pointing out a difference between the two systems that is obviously important to a large body of users. When I made those comments on Apple and Terrapin Logo, I was thinking of Apple Logo's BURY and STARTUP-file features (for the benefit of nontechnical users, Terrapin Logo doesn't have these) and Terrapin's tracing and assembler features (to be used by the advanced user; Apple Logo doesn't have these). But your evaluation is equally valid—and I certainly won't argue with experience gained in the field. Thanks for writing. . . . G. W.

The August 1982 BYTE devoted to the Logo language was very interesting, but all the writers missed the existence of the hidden (and dare I say subversive) message "RESIST THE DRAFT," which is to be found on sector 8, track 8, of Apple Logo. With this product going into so

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many of our schools, it seems that Apple Computer is making an early start on 1984.

Dr. John S. Kallend 011 Life Sciences Building Illinois Institute of Technology Chicago, IL 60616

Everyone Can Know the Real Chips

As Steve Ciarcia pointed out in his article "Everyone Can Know the Real Time," National Semiconductor's MM58167A real-time clock chip greatly simplifies the implementation of a time-of-day clock. (See the May 1982 BYTE, page 34.) However, the chip is manufactured using an extremely slow CMOS (complementary metal-oxide semiconductor) process that can cause designers some unforeseen problems. Most notably, chip access can take up to 1 microsecond, necessitating the use, in some systems, of the ready line (RDY/pin 4) to force the processor into

extra wait states until data is valid.

On the positive side, while the manufacturer seems to indicate that interrupts faster than 10 Hz are not possible, in fact interrupts at speeds over 500 Hz can be implemented. This involves using the alarm-clock function and incrementing the setting by values as small as 2 microseconds after each interrupt in software. Again, the slow CMOS process keeps the user from programming faster interrupts due to the long propagation delays in the 48-bit comparator. Within a year, National plans to release a new version of the chip using a higher-speed CMOS process that should eliminate the access problem and allow interrupts at rates up to 1 kHz. The MM58167A (and other chips by Motorola and Oki) will certainly increase the use of time-of-day clocks in small systems.

Bob Rumer Beckman Instruments Inc. 200 South Kraemer W-172 Brea, CA 92621

A Reasonable Request

Can we *please* quit squabbling over which operating system is the best, or at least set up some ground rules for comparisons? I am very tired of the watermelon versus kumquat comparisons of Unix and CP/M that have been raging in BYTE this year. (See "Unix Feedback," August 1982 BYTE, page 20.)

To begin with, there are many different types of operating systems, including:

- single-user systems such as CP/M and RT-11
- real-time systems such as RSX-11M
- timesharing systems such as Unix, VMS, RSTS, and MP/M

It is a waste of time to fight over members of different groups. The only thing that really matters is if you are using an operating system that is suited to the task at hand. This can be illustrated quite well with Digital Equipment Corporation's PDP series of computers. At least four choices of operating systems are available

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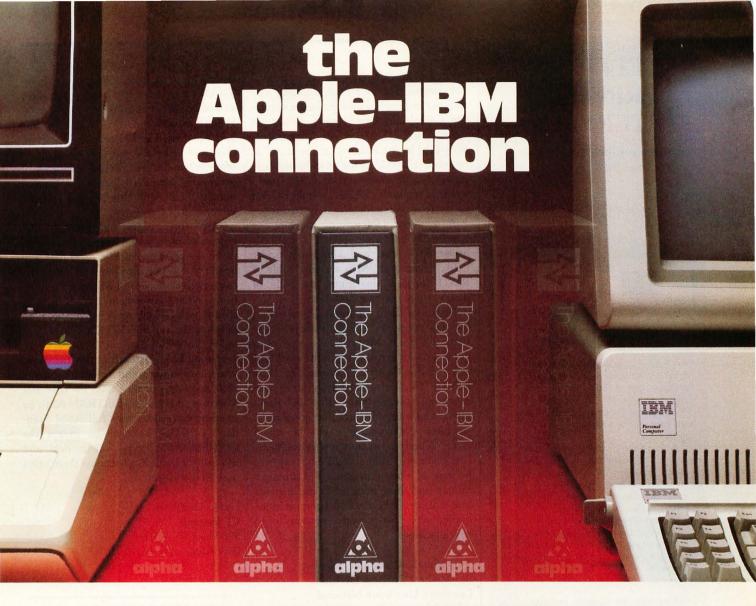
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Letters

for it: RT-11, RSX-11M, RSTS, and Unix. For various tasks and under different conditions, any one may be the better choice. On a single machine, I have, at various times, used RT-11 to run diagnostics, RSX-11M to run a statistical package that required it, and Unix for all in-house daily processing. If I ever encountered a package that ran under RSTS, I would be glad to try to accommodate that system too.

As a matter of interest, my machine can handle one user under RT-11, about four under RSX-11M, and about ten under Unix. Because CP/M is a near double of RT-11 for 8-bit machines, the folly of direct comparisons is obvious.

If you let them, operating systems can become religions instead of tools to get your job done. More than enough religious fanatics are battling in the world today; we don't need a holy war over Unix and CP/M. If you are happy with your operating system, that is fine. But don't blind yourself to the fact that some tasks (perhaps even yours) might be much easier to perform in another environment. It is one thing to be locked into a system because of a large investment in time and money and quite another to use the fact that you are locked in to promote antiquated and low-powered systems onto new machines.

Tom Slezak, Computer Scientist Bio-Medical Sciences Division Lawrence Livermore National Laboratory POB 808 L-452 Livermore, CA 94550

Bug in FORTRAN-80 Goes Uncorrected

I have been putting Microsoft FORTRAN-80 to quite heavy use for more than four years and have been very satisfied with its general performance. Because Microsoft is regarded as a leader in microcomputer software, one might expect it to have a reasonable approach to handling bug reports. It does not, as the following example illustrates.

About three years ago, a bug appeared in FORTRAN-80 in which it failed to correctly repeat group format specifications. (For those interested in the specifics, FORTRAN-80 will not correctly perform the READ on page 153 of Harry Katzan Jr.'s FORTRAN 77 [New York: Van Nostrand Reinhold, 1978]. The structure

is common to both '66 and '77 FOR-TRAN.) I reported the bug at that time, and Microsoft acknowledged its presence. When I bought the next update, the bug had not been fixed. I reported it again, this time being assured that no one had reported it before (I had reported it previously, myself!). Again, when I bought the next update, the bug was still there.

After three years and several more repeats of the above, I sent a certified letter to the president of Microsoft that outlined my experience to him and asked him for a clear statement of Microsoft's intentions. What I got was an endorsement of the following: "Microsoft has no intention of fixing the bug in FORTRAN-80 regarding FORMAT re-use."

Having been in the business for many years, I can understand a certain degree of aloofness when dealing with the user, but Microsoft advertises FORTRAN-80 to be in compliance with the "full ANSI Standard FORTRAN X3.9-1966 except the COMPLEX data type." It is not, and Microsoft has known for some three years now that it is not.

David Dunthorn CF Systems 908 West Outer Dr. Oak Ridge, TN 37830

IBM FORTRAN's Quality Questioned

Caveat emptor: IBM Personal Computer FORTRAN "... is provided 'as is' without warranty of any kind... including... implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of the program is with you." The quotation is from the IBM Program License Agreement.

Why worry? The compiler was developed by Microsoft and is supported by IBM. With names like that behind the product, it must be pretty good . . . right?

Wrong. During my evaluation, I encountered one problem after another, ranging from disappointing omissions to outright bugs. In my opinion, this product is fundamentally unusable.

I didn't expect it to be perfect. I have worked with at least 15 different FOR-TRAN compilers during my career, and none of them has ever been perfect. But consider what I found.



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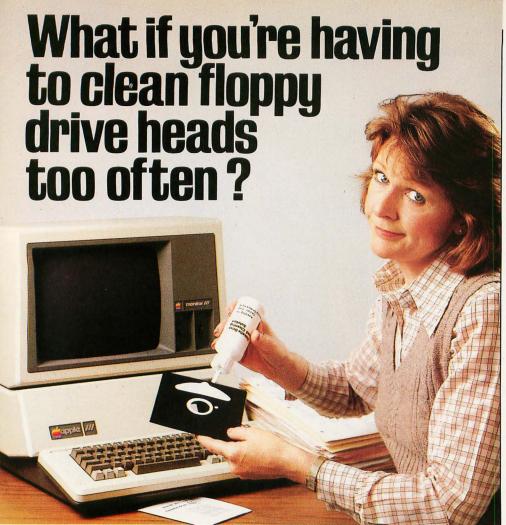
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Suppose you declare a character variable CHARACTER *64 LINE and then READ into LINE with a simple "A" format. If you do not supply 64 characters of input, the program terminates with fatal error number 1252: "Not enough input to satisfy IOlist. . ." This means you have to type the trailing blanks when entering input from the keyboard. It also means that you can't write a program to read a text file one line at a time. The I/O package does not provide the trailing blanks that conventional compilers do.

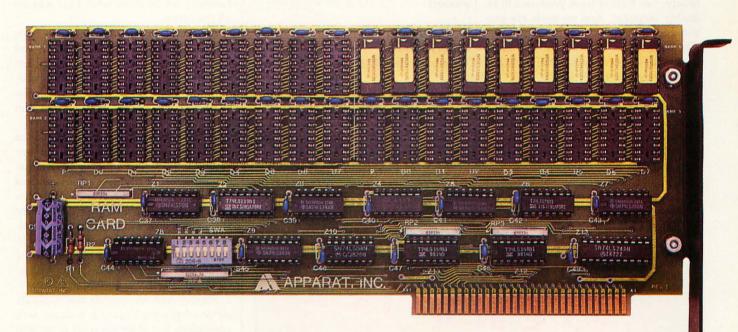
Now suppose, to compensate for this problem, you add error detection and recovery logic to your program using a READ statement of the form READ(*,10,ERR=50) LINE. The first time you enter a line which is too short, the program transfers to the specified error statement (50). However, the system can't seem to forget that it detected an error, so every subsequent attempt to READ results in an immediate transfer back to the error statement without reading a thing!

Well, instead of using a formatted READ, how about using a "list directed" (sometimes called "free format") READ? Sorry to say, that feature is not provided. The IBM Personal Computer FORTRAN conforms only to the Subset FORTRAN 77 standard, and the subset does not include list-directed I/O. Never mind the fact that this is a personal computer language that will most often be used interactively . . . you still have to count your spaces!

The ANSI (American National Standards Institute) standard for FORTRAN notes that the subset language is intended to make a minimum demand on storage requirements, particularly during execution. Implementing only the subset sure didn't minimize the size of this version. You have to have 128K bytes to run the compiler. Even at that, it requires two floppy disks to hold the compiler and a third one to hold the linker and library.

Memory used during execution is just as bad. A 12-line program with no arrays that does nothing more than READ from the keyboard and WRITE to the display requires 32,655 bytes of memory. (For comparison, I ran the same program on a Digital Equipment Corporation PDP-11/70 under RSTS/E and F77—a full implementation of the language—and it required only 18,048 bytes.) Add to this the 12K bytes of DOS and you find that it takes more than 44K of memory to run a trivial program. The executable file on

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disk (which you must create) is 35,200 bytes long-more than 20 percent of the capacity of a single-sided disk.

The memory usage is due to a large (apparently monolithic) run-time library. So what do you get with the library? It's hard to tell: the library's contents are not documented. It appears that you get standard FORTRAN intrinsic functions and I/O support and nothing else. No mention is made of the library routines to get the date or time, or to control cursor position and video attributes such as color and intensity; you have to write your own in assembly language. And no tools are provided for library maintenance. For example, there is no way to build a single library consisting of both FORTRAN and assembly-language subroutines.

What about speed? This is a compiler that produces machine language that is optimized for the 8088 processor. If you avoid the use of library subroutines, you can achieve speeds up to 4 times faster than a similar program using interpreted BASIC. But the mathematical library is terribly slow. A program that sums the square roots of the numbers from 1 to 1000 takes 38 seconds using this FOR-TRAN; the same process using interpreted BASIC takes only 11 seconds! Incredible . . . the people who wrote the FORTRAN math library apparently didn't take advantage of the much faster routines already in read-only memory for BASIC.

The list goes on, but you should see the light by now. My advice to anyone considering the purchase of a FORTRAN compiler for the IBM Personal Computer is simple: don't buy version 1.00 of this product.

T. M. Putnam 157 Ivv Hill Dr. West Lafavette, IN 47906

User's Column Fan

Like Karim Alim, we too have enjoyed Jerry Pournelle's User's Column. (See "What's the Story, Jerry?", August 1982 BYTE, page 30.) Perhaps because we also read Dr. Pournelle's science fiction, we are not surprised to learn that he is on speaking terms with Arthur C. Clarke. Larry Niven, and Isaac Asimov. In any field, top professionals tend to know each

Jerry Pournelle uses his equipment professionally. Therefore, he can justify owning more of it than I can. Because of this, and because he knows people in the field, he can risk trying it out sooner than I can. Good. When I am ready to buy more equipment, I will review his experiences. And if in the meantime, he's told Bill Godbout his troubles, what I get may be all the better.

As a result of Jerry's reviews, we have picked up Ashton-Tate's dBase II and Oasis Systems' The Word and have been very pleased with them. If Jerry has written software that scratches an itch we share with him, we are willing to pay him

We also had a systems engineer guide us in our selection of components for our system. The result is an S-100 system that has run for nearly two years with a minimum of problems. The engineer has been working with Compupro equipment for some time now. He says that the Godbout people have been most responsive to his questions and complaints. In fact, he would love to upgrade our system with all Godbout boards.

Maybe very few people can duplicate all of what Jerry Pournelle is doing with computers, but there are a lot of us who aspire to some of it.

Laura H. Wise 611 Fourth Place SW Washington, DC 20024

Seeing Double

The August 1982 BYTE illustrated the latest application for publishers: the "Article Generator." What a delightful sense of irony BYTE has, using it to generate identical articles on the subject of program generators in both BYTE (see George Stewart's "Program Generator," page 38) and the September issue of Popular Computing (see page 112).

Charles H. Porter 14226 95th Ave. NE Bothell, WA 98011

Several readers, Mr. Porter included, wrote to complain about our simultaneous publication of George Stewart's arti-



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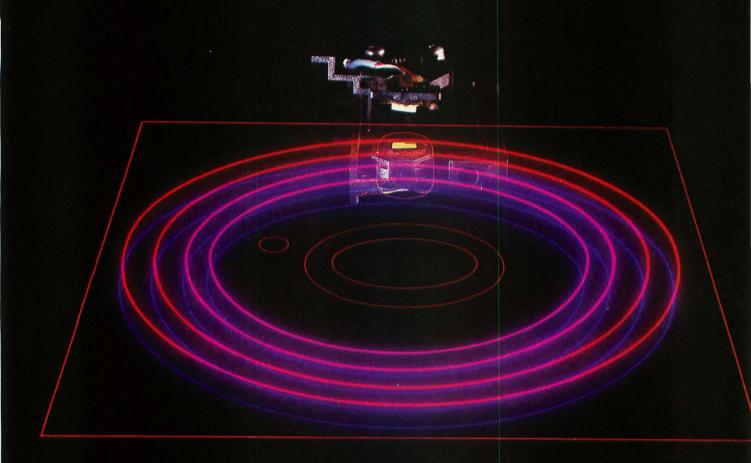
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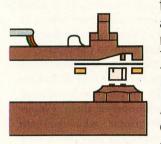
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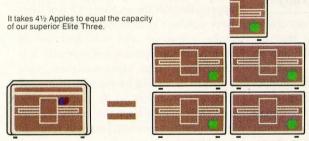
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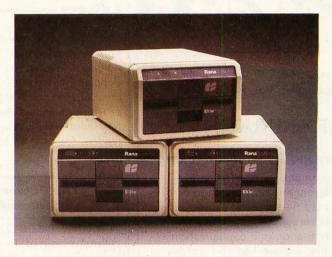
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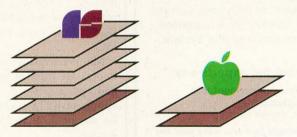
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cle, "Program Generators" in BYTE and Popular Computing. It was done intentionally. We reprinted the article in Popular Computing because George had done such an excellent job of reporting on program generators that we wanted to get the word out to Popular Computing's readers, too. . . . C. M.

The Power of Print Strikes Again

The July 1982 BYTE contained an excellent review of Joseph Weizenbaum's book Computer Power and Human Reason (page 402).

More than three years ago, I saw this book in a store and passed it by after looking at a few pages. But Nancy Robertson's review prompted me to buy it and read it from cover to cover. I learned a lot.

Mr. Weizenbaum has put wisdom and knowledge together in a field where hype and pseudoscience dominate. If the editors of BYTE could do an entire issue on this book, it would be a great public service.

John B. Palmer POB 23 Boonville, CA 95415

Setting the Record Straight

We were dismayed by the inaccuracies contained in an advertisement that appeared in the August 1982 BYTE and by the false impressions it may have left among readers. The advertised product was I-Protect, a shield which purports to protect VDT (video-display terminal) operators from "the equivalent of a chest X-ray every 12 days." To support the erroneous claim that VDT operators are exposed to significant X-ray emissions, and thus need such protection, the advertisement misinterprets VDT radiation studies that were performed by the FDA (Food and Drug Administration) and NIOSH (National Institute for Occupational Safety and Health).

For the sake of readers who may have been misled by the advertisement, let us set the record straight.

Measurements performed under normal VDT operating conditions by the FDA and NIOSH have never shown X-ray emissions significantly above the natural background radiation to which we are all exposed. In order for our laboratories to produce any higher levels of X-radiation, they had to resort to extreme conditions, including maximum misadjustments of both user and service controls, excessive line voltages, and intentionally induced component failure-conditions which in some cases led to illegible video displays and permanent damage to the units.

Based on our measurements of ionizing and nonionizing radiation, we do not believe that VDTs should pose a radiation risk to those who operate them. We are concerned that people who read the I-Protect advertisement may have been led to believe otherwise.

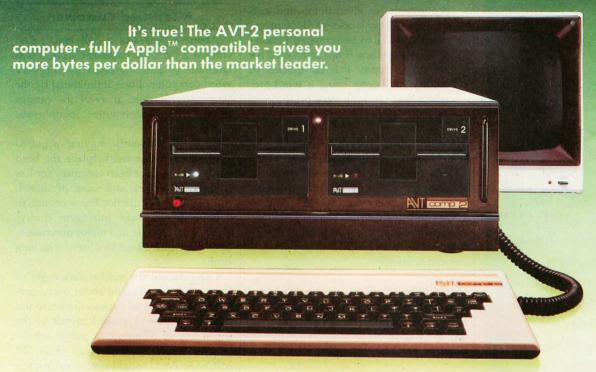
John C. Villforth, Director Bureau of Radiological Health Department of Health & Human Services Food and Drug Administration Rockville, MD 20857

Pournelle Taken to Task

In Jerry Pournelle's July 1982 BYTE User's Column, he discusses what he terms overpriced documentation. (See "Ada, MINCE, CP/M Utilities, Overpriced Documentation, and Analiza II," page 290.) It is common knowledge that most of the hardware and software documentation allied to currently available microcomputer products is of a depressingly low standard. Few suppliers seem to appreciate that the majority of end-users have nowhere near enough knowledge to make immediate and confident use of their hard-copy guides and manuals. It is unfortunate that documentation continues to be viewed by many machine and program producers as an evil necessity, and one can only hope that an increasingly competitive marketplace will result in higher overall standards.

However, I must take Jerry Pournelle to task over his comments on the cost of documentation. Actual printing costs comprise a very small proportion of the total cost of writing, editing, typesetting, reproducing, packaging, and distributing hard-copy publications. Assuming that the cost of employing qualified staff to write technical copy together with the appropriate overheads is included in the price of the software (and this is not always the case), the following considerations pertain:

1. Processing an order. This includes postage, packing, subsequent dispatch,



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- Cassette and utility strobe output.
- 4 Annunciator outputs.

* The AVT-2 has a basic 64 K memory compared to 48 K of standard Apple II™.

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- ☐ Fast Floating Point package
- ☐ Motorola's MACSBUG
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Letters -

and, possibly, the preparation of an invoice, for which a realistic commercial charge would be between \$5 and \$20.

- 2. Stocking and storing. To avoid delays in servicing an order, a busy organization will have to print a substantial number of documents and store them at some cost.
- 3. Revision and amendment. The nature of products related to computing implies frequent changes due to improvements, modifications, and corrections. Thus, stocks of documentation will have to be scrapped periodically. Typesetting is not often used for reasons of speed; it is far quicker to modify hard copy using a word-processor that can look very professional when litho-printed.

Let us hope that the technology in which we are so interested and which causes us to read BYTE will overcome, through the advent of inexpensive digital typesetters, laser and ink-jet printing, FAX, and high-speed communications, some of these practical difficulties. Let us hope that the suppliers improve *their* communications!

C. J. Clifton, Head, Computer Products Design Engineering Software Centre Engineering Sciences Data Unit Ltd. 251-259 Regent St. London, W1R 7AD, England

Something Went Wrong

Jerry Pournelle's July 1982 BYTE User's Column contained two errors with regard to Digital Research products that I would like to correct. ("See Ada, MINCE, CP/M Utilities, Overpriced Documentation, and Analiza II," page 290.)

The article listed two different prices for Digital Research's symbolic instruction debugger SID: \$195 and \$295. Mr. Pournelle later commented that although it was an excellent product, the price was a bit high. The actual price of SID is only \$75.

The article also listed CP/M at \$180, when the actual price is \$150.

Also, our Japanese representatives, Microsoftware Associates, have notified us that BYTE listed its old address, telephone, and Telex numbers in a recent article. The new location, telephone, and Telex number are:

Microsoftware Associates 6th Floor A. Y. Building

3-2-2, Kitaayama, Minato-Ku Tokyo 107, Japan tel: 03-497-0381

Telex: 2427080

Patricia Lucas, Public Relations Manager Digital Research POB 579 Pacific Grove, CA 93950

A Satisfied Customer

About a year and a half ago, I first entered a personal computer store. I was ignorant of and mystified by the very word computer. I was intimidated by the seemingly nebulous array of the various brands of microcomputers, peripherals, and software.

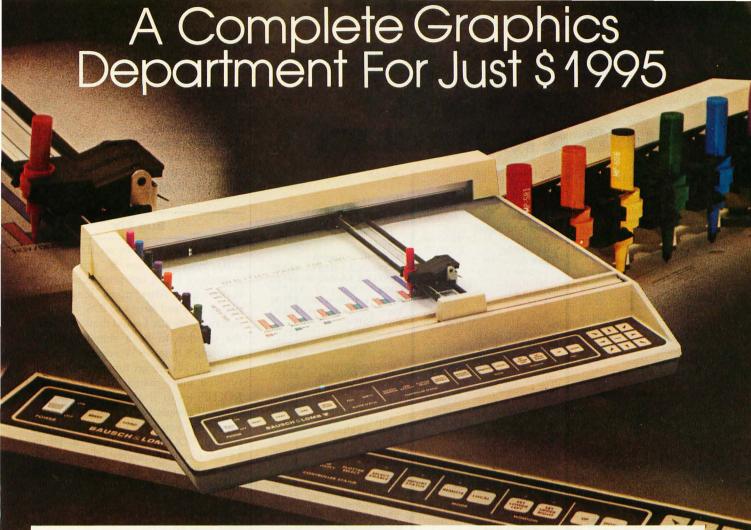
But for previously having acquired shrewdness in the marketplace the hard way, I would have been easy prey for less scrupulous dealers and sales personnel. But I knew that I did not know enough to even begin to make intelligent choices about what, for me, is a major purchase—one with which I must live for a long, long time.

I approached the marketplace eager to learn everything I could about microcomputers. I avidly read various literature and BYTE magazine. I availed myself of the University of Minnesota's public service Microcomputer Helpline (call (612) DR MICRO). And I sought considerable clarification from numerous dealers.

In the marketplace, however, I experienced a number of possibly manipulative ploys: I was misled with incomplete information, I was intentionally misadvised, and (because I did not present the instant sale), perhaps the most irksome to me, I frequently experienced the cold shoulder from impatient or greedy sales personnel.

The manager and staff of only one computer store showed me the consistent patience and constant willingness to take the time to help educate me. They never misadvised me, nor have I ever felt manipulated by them. They have been customerfriendly even if this meant foregoing the sale of any item if a competitor's product was in my best interest. These days, that kind of ethics means more to me than money.

Perhaps, as was at issue in BYTE magazine several months ago, Computerland does ask somewhat more for products than some, especially mail-order competition. But if my very rewarding association



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Letters -

of the past is any measure, the staff at Computerland of Downtown Minneapolis is well worth the investment.

Larry E. Johnson Building 9, Room 225 Minnesota Veterans Home Minnehaha Ave. and East 51st St. Minneapolis, MN 55417

Bug Fix

I use Wordstar with an IDS (Integral Data Systems) Prism 80 printer. Until recently, I could not print subscripts or superscripts. After many long-distance phone calls and letters to IDS. Micropro. and everyone else I could think of, I found the solution to be a simple matter of changing 8 bytes in Wordstar.

Specifically, to get superscript capability, you must change ROLUP: through ROLUP: +3 to 3, 1B, 19, and 19 (hexadecimal), respectively. To get subscript capability, you must change ROLDOW: through ROLDOW: +3 to 3, 1B, 14, and 14 (hexadecimal), respectively. I hope this information saves some readers the time and money I invested.

Leo J. Scanlon 7708 East Allen Dr. Inverness, FL 32650

Shedding Light on Battery-Powered Displays

I read with interest Chris Morgan's editorial "The Briefcase Computer Market Heats Up" (July 1982 BYTE, page 6). On page 7, he states that "electroluminescent (EL) displays consume a lot of power—so much that they cannot be battery operated as can LCDs [liquid-crystal displays]."

EL-display technology is the most power-efficient of all the emitting technologies, except for CRTs (cathode-ray tubes). We at Aerojet have developed an EL display for a battery-operated portable terminal. This work has been under the sponsorship of the Army (ERADCOM). The display is being installed in the Digital Message Device terminal manufactured by Magnavox. The terminal will be evaluated in the U.S. Army's TACFIRE system.

LCDs are inherently the lowest powerconsuming display technology ever conceived by man. However, they are not matrix-addressable in large panels of 320

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Our standard 16-Bit 8088 hardware configuration provides 128K RAM with parity, two RS-232 serial ports, Centronics parallel printer port, interrupt and DMA controllers, dual floppy disks with 640K storage, Winchester disk and keyboard interfaces, and eight IBM-PC compatible expansion slots... and lists for only \$2995. Winchester hard disk configurations, featuring cache buffer controllers for enhanced disk access performance are also available, starting at \$4995.

So, when you need to grow, why gamble and hassle with independent third party hardware and operating system vendors which may or may not be compatible... not to mention the hidden expense and frustration of implementing peripheral drivers in the different operating systems and upgrades? Who needs the finger-pointing

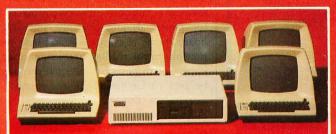
when things don't work out?

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IBM-PC Compatible Expansions Slots Beyond Professional Configuration	8 Slots	0	7
Resident Floppy Disk Storage	Dual 320K (std)	Dual 160K (Opt) Dual 320K (Opt)	?
Resident Cache Buffer Hard Disk Storage	5M/10M		?
OPTIONAL OPERATING SY	STEMS (Supported	by Company)?	Mar
MS-DOS (PC-DOS)	Yes	Yes	?
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MP/M 86	Yes		2
OASIS-16	Yes		7
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OPTIONAL HARDWARE EX	PANSION BOARD (Supported by Comp	iany)
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Z-80 CP/M-80 Board	Yes		
Cache Buffer Hard Disk	Yes		2
Time/Calendar Board	Yes		1 9
IEEE Bus Controller	Yes		7
8" Floppy Disk System	Yes		7
8" Hard Disk System	Up to 40 Mbytes	NO THE SECTION	7
Tape Cartridge System	Yes	CONTROL AND ADD	2

For comparison purposes, typical professional configurations consist of 16-Bit 8088 Processor, 128K RAM with Parity, Dual 320K 5-inch Floppias. DMA and Interrupt Controller, Dual RS-232 Serial Ports, Centronics Parallel Port and Dumb Computer Terminal or Equivalent
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*As advertised in BYTE Magazine, August 1982

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columns by 192 rows or more. Additional power must be consumed to make them matrix-addressable, such as thermal addressing. When provided with thermal addressing, LCDs consume more power than EL displays.

Larry E. Tannas Jr., Engineering Manager Thin Film Device Laboratory Aerojet Electro Systems 1100 West Hollyvale St. POB 296 Azusa, CA 91702

Actually, just about any electrical or electronic device can be run by batteries. The question is, would the batteries be too bulky for use with a portable computer? I've heard from a number of companies who are working on that very problem. Many thanks to Mr. Tannas and the other readers who noted that electroluminescent displays can indeed be run by batteries. . . . C. M.

Sorry, Wrong Number

A pin number is incorrect in "MPI Disk Drives Meet IBM" in the September 1982 BYTE Letters (page 20). When following the procedure to use MPI B51 drives in the IBM Personal Computer, reference to pin 34 should be to pin 32, Side Select. Also, pins 7 and 8 (head load connecting to motor) can be jumper-connected on the shunt socket of the MPI drives instead of pins 1 and 14 (head load connecting to drive select). Either way will work.

Kim B. Lignell 649 South Harvard Ave. Addison, IL 60101

Adventures Paid Off

In response to Hans Strasburger's request in the August 1982 BYTE (page 32) for "real" adventures like the original, we, too, were starved for adventure after getting 350 points. So we wrote our own and now offer three additional adventure-type programs. A Remarkable Experience is a cave-exploration game with passwords to unravel, unique locations to investigate, new treasures to find, and unusual actions to take. A Galactic Experience is a space-

exploration adventure with a murder mystery to analyze and a planet to save (by far our largest and most complex adventure). A Physical Experience is another space adventure where the user, Captain Player, must reverse the experiments of a group of scientists, prevent a supernova, and save the universe.

These are assembly-language programs with playing styles similar to the original Adventure; the computer recognizes and responds to one- or two-word sentences of four or five letters each. They are available in HDOS for Heath/Zenith computers and for standard 8-inch CP/M version 2.2 or higher. Further information can be obtained by writing to the address below.

Janet C. Hoyle, Business Manager Hoyle and Hoyle Software 716 South Elam Ave. Greensboro, NC 27403■

BYTE's Bits

Intel and Microsoft Ink Xenix Pact

Intel Corporation and Microsoft have signed an agreement making the Xenix operating system available for Intel's iAPX 86 microprocessor family. Under the terms of the agreement, Xenix for the iAPX family will be marketed by Intel. Intel began shipping the first iAPXs running Xenix in July. The company also announced plans to have the iAPX 286 outfitted with the operating system by the first half of 1983, which will make Unix-derived software available for 8086 system users.

Xenix is Microsoft's fully licensed 16-bit microprocessor adaptation of Bell Laboratories' Unix version 7 operating system.

Quarterly Calls for Papers

The editors of *The Journal of Computers Reading & Language Arts* have issued a call for papers dealing with the interdisciplinary theme of computers and their relationship to the reading and language arts. Papers or requests for information should be sent to George H. Block, *Journal, of Computers Reading & Language Arts*, POB 13039, Oakland, CA 94661.■





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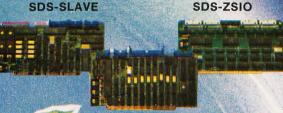


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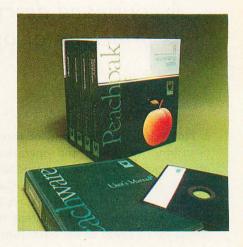
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Ciarcia's Circuit Cellar

Build the Circuit Cellar MPX-16 Computer System Part 2

A continued description of an 8088-based system that shares its principles of operation with the IBM Personal Computer.

> Steve Ciarcia POB 582 Glastonbury, CT 06033

This article is the second of three describing the design and operation of my most ambitious construction project to date: the Circuit Cellar MPX-16 computer system. I've written these articles with the intent of giving you a grasp of the basic functional parts of a complicated piece of electronic equipment and how these parts work together.

Because the MPX-16 is somewhat more complex than the projects I normally write about, I've had to simplify the presentation of many details to fit them into the magazine, but if you're interested in building an MPX-16, you can get all the details you need from the MPX-16 Technical Reference and User's Manual, which comes with the printed-circuit board available from The Micromint (see the text box on page 78). This book includes timing diagrams and listings

of the MPX-16's special software.

Last month I presented an overview of the system and a discussion of the coprocessors and bus structures. This month, I'd like to continue by explaining memory, interrupts, the expansion bus, and I/O (input/output) decoding. But first, here's a recap of the MPX-16's features.

System Features

The Circuit Cellar MPX-16 computer system fundamentally consists of a single 9- by 12-inch five-layer printed-circuit board (containing 120 integrated-circuit packages), to which various peripheral devices are attached. It has nine expansion slots and is completely compatible with the I/O-expansion bus of the IBM Personal Computer.

The MPX-16 uses the Intel 8088 microprocessor and the optional 8087 numeric coprocessor; the main circuit board has room for 256K bytes of user memory and contains two serial and three parallel I/O ports, a floppy-disk controller, and EPROMs (erasable programmable read-only memories) containing the BIOS (basic I/O system) module of Digital Research's CP/M-86 16-bit disk operating system. The MPX-16 can be readily expanded to provide a full 1 megabyte of user memory and several megabytes of hard-disk mass storage. A more detailed list of characteristics appears in table 1.

The MPX-16 was initially designed to run CP/M-86, but eventually Microsoft's MS-DOS operating system will be available for it, making it possible to run most software written for the IBM Personal Computer on the MPX-16, except software that uses unique features of the IBM PC. The principal difference is this: with the present BIOS, the MPX-16 communicates with the user through a serially interfaced display terminal instead of a memory-mapped video display. (You could theoretically install an IBM Color Graphics Display Adapter and a serial IBM-type keyboard for exact hardware emulation.)

The MPX-16 is well suited for use as a low-cost 8088-based computer for integration into a complete hardware/software package, chiefly because it combines so many functions on a single printed-circuit board. Putting together the hardware of a complete system, you need only add a power supply, a serial videodisplay or printing terminal, and one floppy-disk drive (either 51/4- or

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- designed to use a 5-MHz Intel 8088 microprocessor, which combines a 16-bit architecture with an 8-bit bus interface and has 20-bit addressing capability for up to 1 megabyte of system memory, operating in maximum mode to support multiprocessing
- 2. optional Intel 8087 math coprocessor
- onboard space for four 64K-byte banks of dynamic RAM for a total of up to 256K bytes, with parity generation and error detection
- 4. sockets for up to 64K bytes of JEDEC 24- or 28-pin standard ROM or EPROM devices
- 5. two RS-232C serial I/O ports
- 6. two 8-bit general-purpose parallel I/O ports with handshaking control lines
- 7. one Centronics-compatible parallel printer port
- four programmable timers (one for a real-time clock, two for data rates, one for memory-refresh requests)
- 9. four independent DMA (direct memory access) channels
- 10. sixteen levels of vectored, prioritized interrupt control
- single- or double-density floppy-disk controller for controlling up to four 5¼-inch or 8-inch single- or double-sided drives
- 12. five 62-pin I/O-expansion-channel connectors (hardware compatible with the IBM Personal Computer) with space for four more
- 13. five-layer 9- by 12-inch printed-circuit board
- 14. BIOS for CP/M-86 in EPROM

Table 1: Major characteristics of the MPX-16 computer system.

Start	Address		
Decimal	Hexadecimal	Bank	Function
0	00000	0	64K to 256K bytes of R/W
64K	10000	1	memory on system
128K	20000	2	board
192K	30000	3	
256K	40000	4	
320K	50000	5	up to 704K bytes of
384K	60000	6	expansion memory in
448K	70000	7	I/O channel
512K	80000	8	
576K	90000	9	
640K	A0000	10	
704K	B0000	11	
768K	C0000	12	
832K	D0000	13	
896K	E0000	14	
960K	F0000	R	64K bytes of system ROM/EPROM

Figure 1: Map of memory-address-space allocation in the MPX-16, in 64K-byte increments.

8-inch). Turn on the power, insert a CP/M-86 disk, and go. And by the time you read this, an enclosure for the circuit board should be available. Many applications need nothing more.

System Memory

The stars of the show in November's article were the Intel 8088 microprocessor and the 8087 numeric processor extension (NPX),

with supporting roles played by the Intel 8284 clock generator/driver, the 8288 bus controller, and the 8237A-5 DMA (direct memory access) controller. This month we look at some less glamorous but equally necessary components, starting with a type of component so prosaic as to be called a commodity by the semiconductor industry: the memory.

The MPX-16 system circuit board contains both read-only and

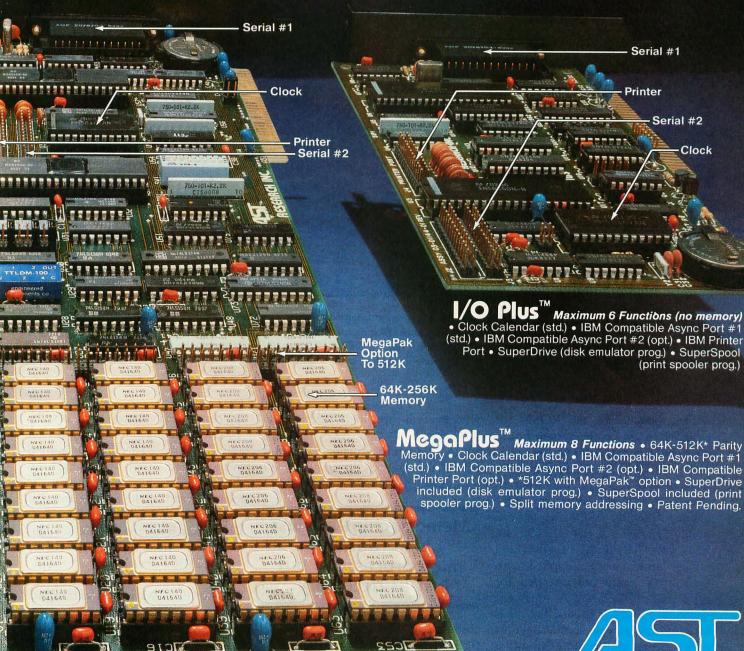
read/write memory. In addition to the possible 64K bytes of ROM, the MPX-16 circuit board contains sockets for up to 256K 9-bit words (an 8-bit byte plus a parity bit) of dynamic RAM (random-access read/ write memory). Furthermore, to augment the onboard memory, as much as 704K bytes of expansion RAM or ROM can be added in the I/Oexpansion slots using readily available memory-expansion boards such as the Ouadram Ouadboard or the Seattle Computer RAM-Plus card. A memory map of the 8088's 1-megabyte (1,048,576-byte) address space in 64K-byte increments is shown in figure 1. Two of the five sections of the schematic diagram are included in this article; section 2 appears as figure 2 on pages 48, 49, and 50; section 3 as figure 3 on pages 52, 53, and 54. A table of integrated circuits, giving their type, location, and power connections, appears on pages 56 and 60 as table 2.

ROM Configuration

Four integrated-circuit sockets, designated IC82 through IC85 in section 3 of the schematic diagram, are provided for holding ROM (readonly memory) chips, which most often are EPROM devices. These four JEDEC- (Joint Electron Device Engineering Council) standard 28-pin sockets can contain several sizes of EPROMs, any of the various "bytewide" (8-bit word size) devices such as the 2716 (16K bits or 2K bytes), the 2732 (4K bytes), the 2764 (8K bytes) or the 27128 (16K bytes). EPROMs with 24-pin packages, such as the 2716s and 2732s, are plugged into the lower 24 pins of the sockets, with certain jumper connections set accordingly.

For proper operation, the MPX-16 circuit board must contain a ROM or EPROM device in the highest address space (socket IC85) and a bank of RAM in the lowest address space because the 8088 processor fetches its first instruction after a power-up reset from location hexadecimal FFFF0 (usually a jump instruction branching to an initialization routine) and uses interrupt vectors in the range hexadecimal 00000 to 003FF.

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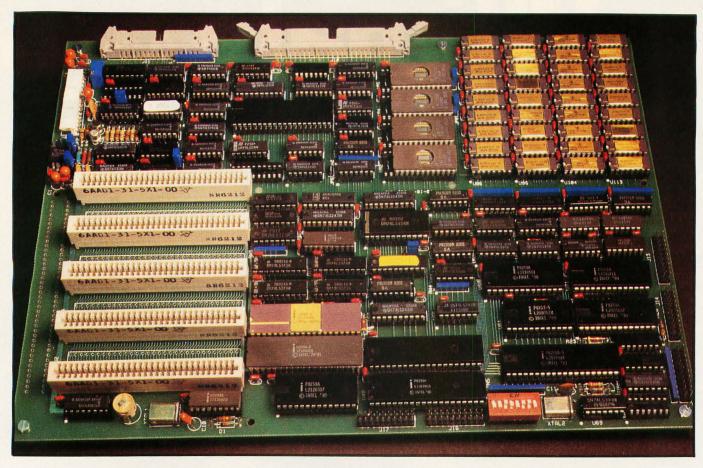


Photo 1: The Circuit Cellar MPX-16 single-board computer system, which uses the latest technology to provide lots of low-cost computing power. The five-layer printed-circuit board contains 120 integrated circuits including most common peripheral-device interfaces; furthermore, any peripheral-device card intended for use with the IBM Personal Computer can be plugged into one of the I/O-expansion slots. There are nine slot positions, but only five sockets are installed initially.

The capacity of the ROMs (or EPROMs) used on the system board must be compatible with the configuration of onboard jumpers JP1 through JP6 and with the program stored in the 32-word by 8-bit address-decoding PROM (programmable ROM) device IC45, an HM7603. The PROM program and jumper arrangements supplied with the system board are intended for type-2732 EPROMs. A different decoding PROM is needed for other memory-device types so that the four ROM sockets may be decoded into a contiguous address space in each case. (A PROM-programming table is included in the MPX-16 documentation.) The ROM-decoding logic and memory organization are respectively shown in sections 2 and 3 of the schematic diagrams.

The ROM-address-space-decoding logic for the system board is enabled

whenever all three high-order system address bits, SYSA17 through SYSA19, are high, causing the output of a NAND gate (IC30) to go low. If five PROM-address bits SYSA11

Memory chips are less glamorous than microprocessors, but just as necessary.

through SYSA15 or SYSA12 through SYSA16 (depending on the jumper configuration) address one of the programmed locations, the selected ROM-chip-enable line (one of PROMSELO through PROMSEL3) is also driven low, selecting that memory device. The ROMSEL signal at IC28 pin 5 (a two-input OR gate in section 2) also enables a wait-state-generation circuit if jumper JP7

is connected. After one of the PROMSELx lines has been driven active-low, a SYSMEMRD (system memory read, active-low) signal from the system bus master will initiate the memory-read cycle and generate a single wait state if JP7 is connected. Valid data from the ROMs is available on the data bus after SYSMEMRD goes low.

Normally, the MPX-16 requires ROM or EPROM devices with an access time of 350 ns (nanoseconds) or faster. The optional wait-state feature afforded through JP7 allows use of slower ROM devices with 450-ns access times. If faster devices are used, then JP7 should not be installed and the MPX-16 can operate with no wait states.

The EPROMs on the standard MPX-16 system board contain a power-on self-test routine and I/O drivers, including the CP/M-86 BIOS

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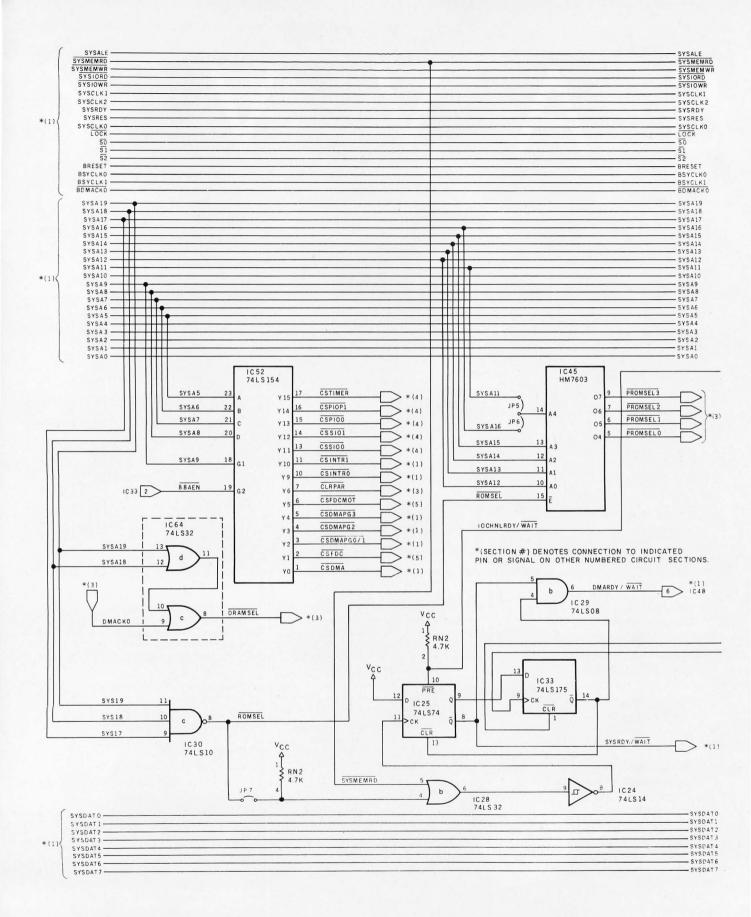
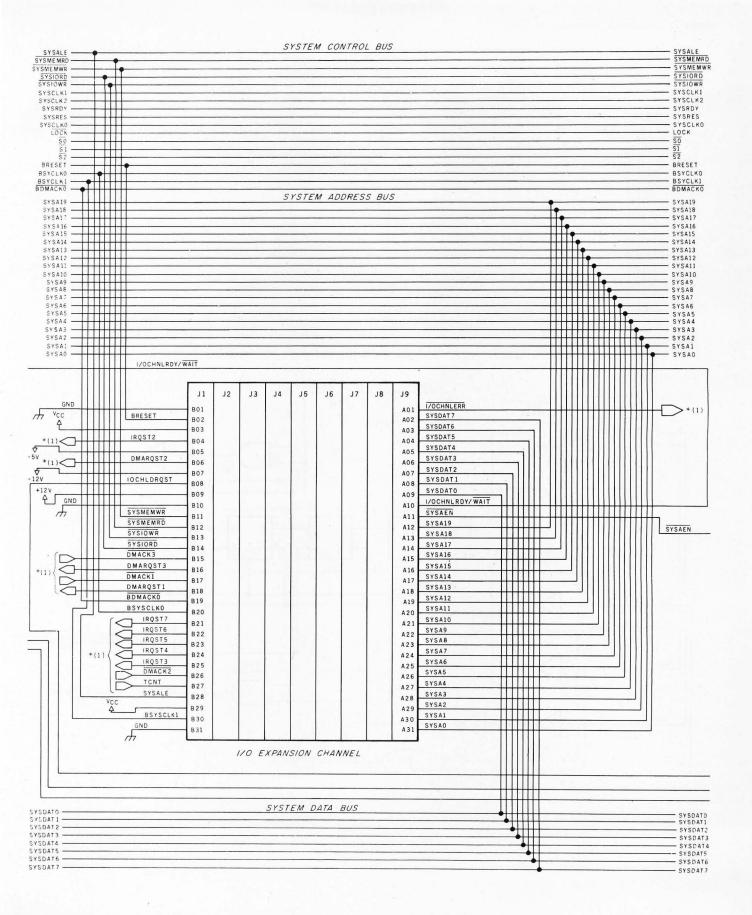


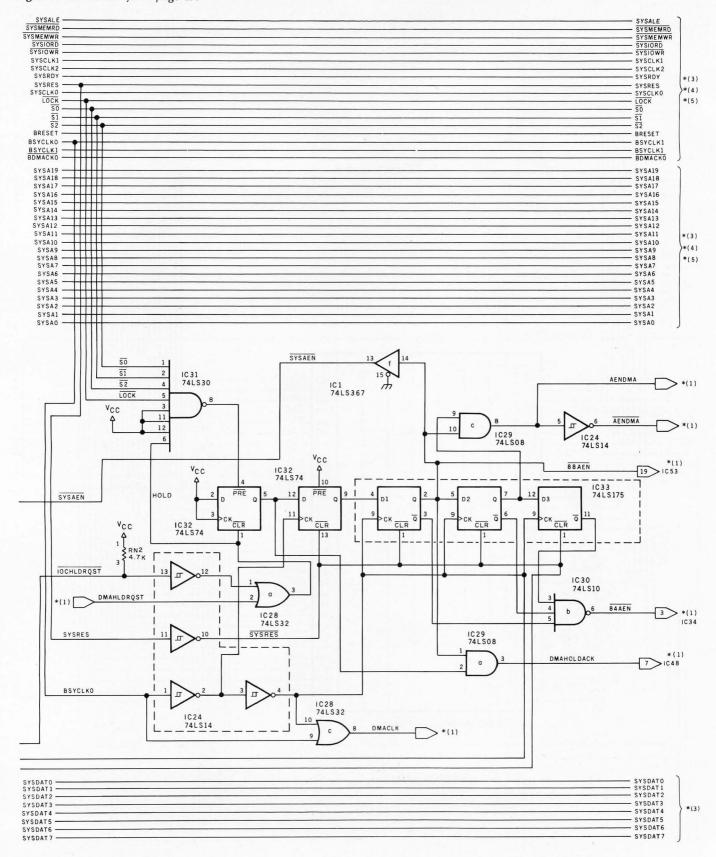
Figure 2: Section 2 of the schematic diagram of the MPX-16 computer's main circuit board. (Section 1 was printed in last month's article; section 3 appears here in figure 3; sections 4 and 5 will appear in next month's article.) The notation *(n) indicates that a given signal line connects to a component or another line shown in schematic section n.

A table of all the MPX-16's integrated circuits appears as table 2 on pages 56 and 60, giving each device's number, type, sec-



tion/figure location, and power connections. Connections to the I/O-expansion-channel slots are of course made to each individual slot. Possible substitutes for the HM7603 are the 74S288, the 82S123, and the AM27S09, although it's best to use the HM7603. (The diagram is continued on page 50.)

Figure 2: Continued from page 49.





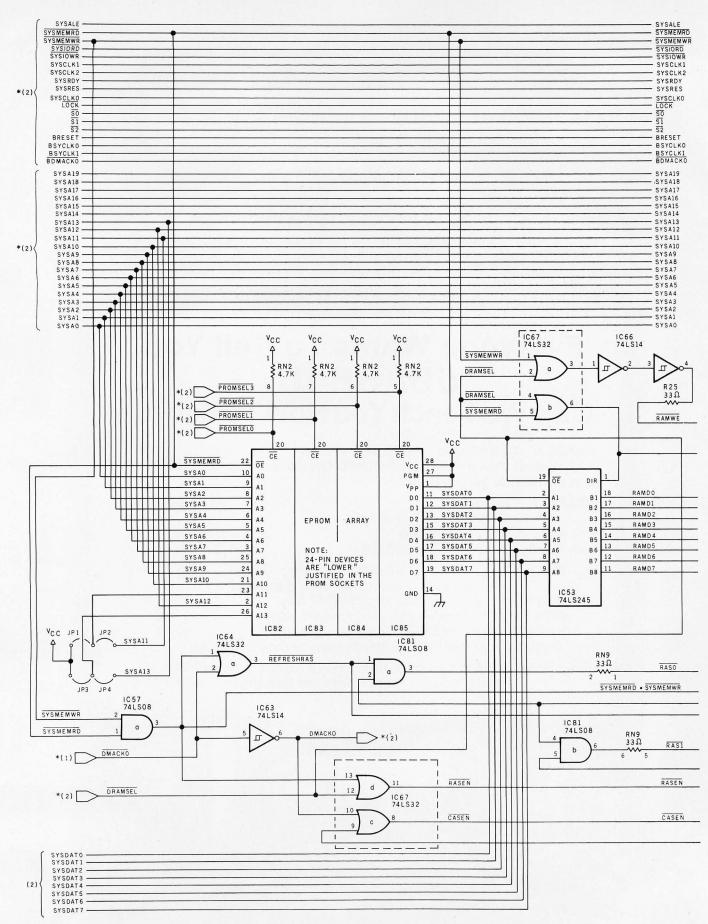
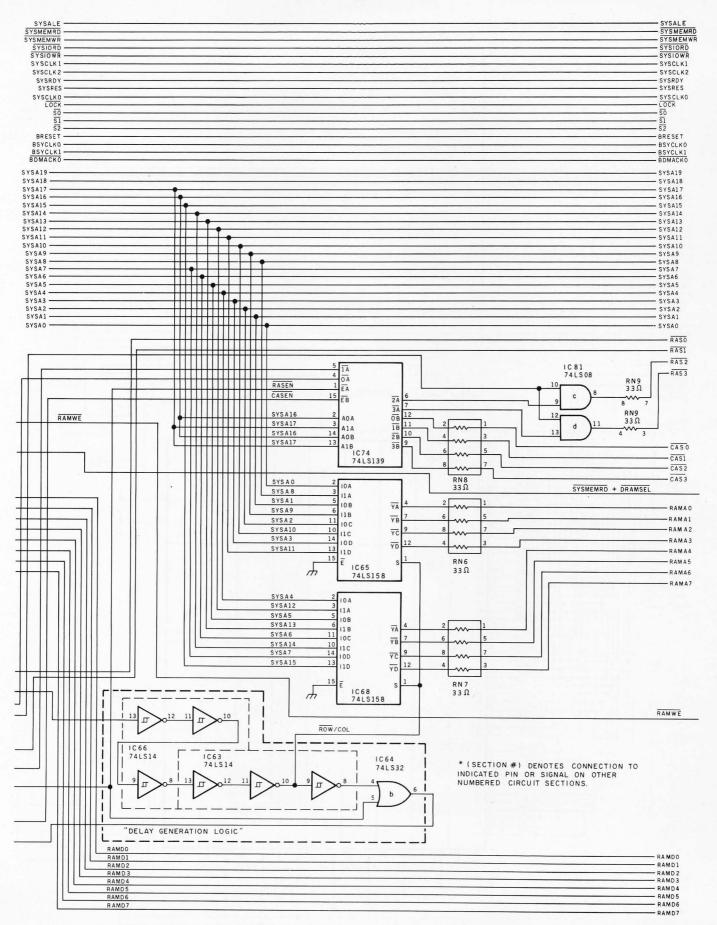


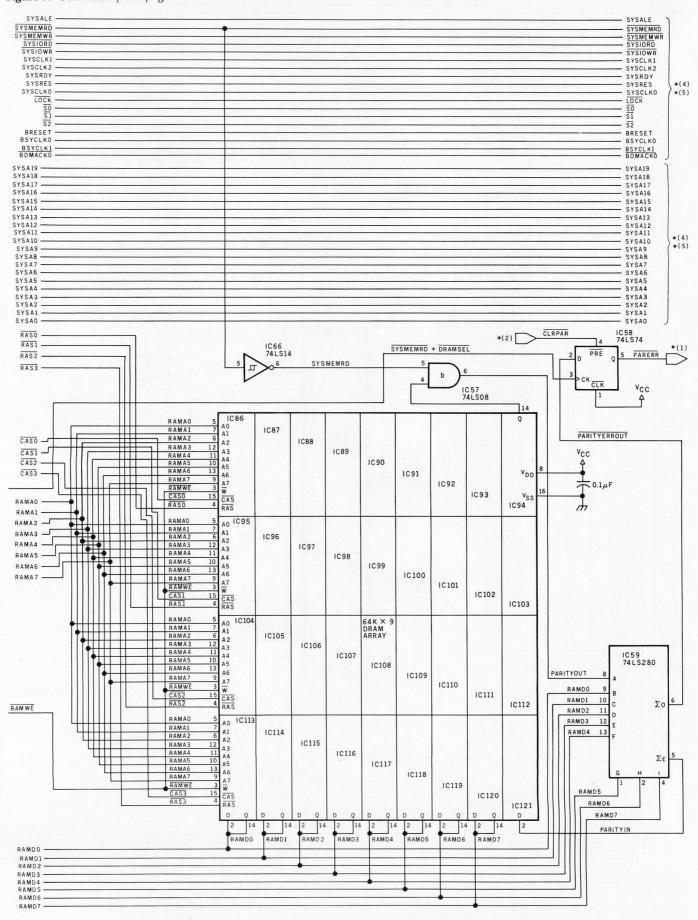
Figure 3: Section 3 of the schematic diagram of the MPX-16 computer's main circuit board. The notation *(n) indicates that a given signal line connects to a component or another line shown in schematic section n.

Connections shown on the edges of the dynamic-memory array on page 54 are of course made to each individual chip. Bypass



capacitors, not shown, should be installed adjacent to most integrated circuits between +5 V and ground. A table of all the MPX-16's integrated circuits appears as table 2 on pages 56 and 60, giving each device's number, type, section/figure location, and power connections. (The diagram is continued on page 54.)

Figure 3: Continued from page 53.



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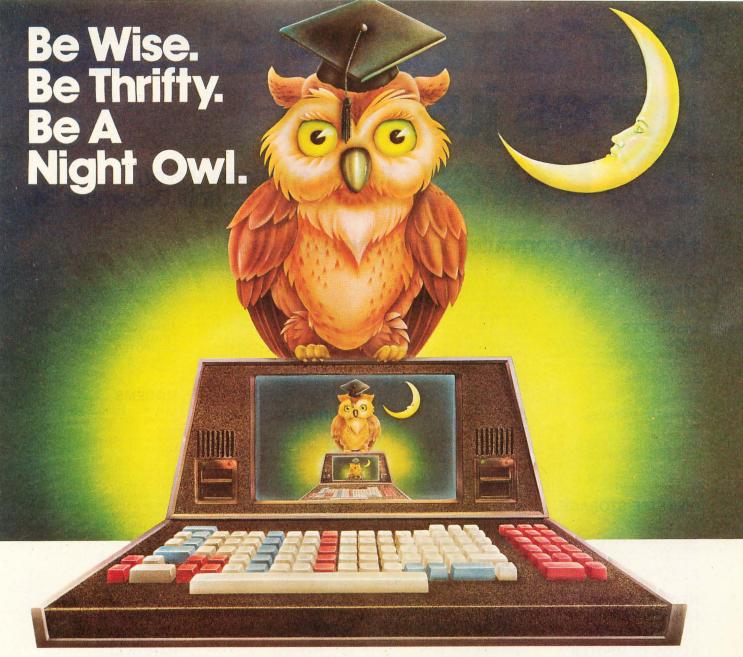


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IC		Schematic				
Number	Туре	Section	+5 V	GND	+ 12 V	-12 V
VR1	LM7905		voltage re			3
IC1	74LS367					
IC2	74LS367 74LS123	1 (1-3b), 2 (2-2) 5 (3-2)	16 16	8		
IC3	74LS123	5 (3-2)	16	8		
IC4	74LS124	5 (3-2)	16	8		
IC5	74LS175	5 (3-2)	16	8		
IC6	74LS173	5 (3-2)	16	8		
IC7	74LS393	5 (3-2)	14	7		
IC8	74LS10	5 (3-2)	- 14	7		
IC9	74LS74	5 (3-2)	14	7		
IC10	M1116-8M	5 (3-2)	14	7		
IC11	74LS153	5 (3-2)	16	8		
IC12	74LS14	5 (3-2)	14	7		
IC13	74LS74	5 (3-2)	14	7		
IC14	74LS74	5 (3-2)	14	7		
IC15	74LS74	5 (3-2)	14	7		
IC16	74LS74	5 (3-2)	14	7		
IC17	74LS175	5 (3-2)	16	8		
IC18	7406	5 (3-2)	14	7		
IC19	spare socket					
IC20	74LS04	1 (1-3ab), 5 (3-2)	14	7		
IC21	8272	5 (3-2)	40	20		
IC22	74LS240	5 (3-2)	20	10		
IC23	7407	5 (3-2)	14 14	7		
IC24 IC25	74LS14 74LS74	2 (2-2)	14	7		
IC26	74LS149	2 (2-2) 5 (3-2)	16	8		
IC27	7407	5 (3-2)	14	7		
IC28	74LS32	2(2-2), 4(3-1)	14	7		
IC29	74LS08	2(2-2)	14	7		
IC30	74LS10	1 (1-3a), 2 (2-2)	14	7		
IC31	74LS30	2(2-2)	14	7		
IC32	74LS74	2(2-2)	14	7		
IC33	74LS175	2(2-2)	16	8		
IC34	8284A	1 (1-3a)	18	9		
IC35	8259A	1 (1-3a)	28	14		
IC36	8088	1 (1-3a)	40	1,20		
IC37	8087 (option)	1 (1-3a)	40	1,20		
IC38	74LS373	1 (1-3a)	20	10		
IC39	74LS373	1 (1-3b)	20	10		
IC40	74LS173	1 (1-3b)	16	8		
IC41	74LS173	1 (1-3b)	16	8		
IC42	74LS173	1 (1-3b)	16	8		
IC43	74LS245	1 (1-3a)	20	10		
IC44	74LS373	1 (1-3a)	20	10		
IC45	HM7603-5	2 (2-2)	16	8		
IC46	74LS245	1 (1-3a)	20	10		
IC47	8155H-2	4 (3-1)	40	20		

Table 2: *Integrated circuits in the MPX-16. Here are shown each device's number, type, section/figure location, and power connections.*

The location of each chip in the five-part schematic diagram is listed by schematic section; the characters in parentheses show in which article the section appeared and which figure the device appears in. Some integrated circuits containing multiple gates appear in more than one schematic section. (The table is continued on page 60.)



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IC49	74LS245	1 (1-3a)	20	10		
IC50	74LS373	1 (1-3a)	20	10		
IC51	8288	1 (1-3a)	20	10		
IC52	74LS154	2(2-2)	24	12		
IC53	74LS245	3 (2-3)	20	10		
IC54	74LS243	1 (1-3b)	14	7		
IC55	74LS08	1 (1-3ab),5 (3-2)	14	7		
IC56	74LS32	1 (1-3a)	14	7		
IC57	74LS08	3 (2-3)	14	7		
IC58	74LS74	3 (2-3), 4 (3-1)	14	7		
IC59	74LS280	3 (2-3)	14	7		
IC60	8255A-5	4 (3-1)	26	7		
IC61	8253-5	4 (3-1)	24	12		
IC62	8259A	1 (1-3a)	28	14		
IC63	74LS14	1 (1-3a), 3 (2-3)	14	7		
IC64	74LS32	2 (2-2), 3 (2-3)	14	7		
IC65	74LS158	3 (2-3)	16	8		
IC66	74LS14	3 (2-3)	14	7		
IC67	74LS32	3 (2-3)	14	7		
IC68	74LS158	3 (2-3)	16	8		
IC69	74LS393	4 (3-1)	14	7		
IC70	8251A	4 (3-1)	26	4		
IC71	8251A	4 (3-1)	26	4		
IC72	1489		14	7		
IC73	1489	4 (3-1)	14	7		
IC74		4 (3-1)	16	8		
IC75	74LS139	3 (2-3)				
	74LS00	1 (1-3b)	14	7 7		
IC76	74LS14	4 (3-1)	14			
IC77	7407	4 (3-1)	14	7		
IC78	7407	4 (3-1)	14	7	4.4	
IC79	1488	4 (3-1)		7	14	1
IC80	1488	4 (3-1)		7	14	1
IC81	74LS08	3 (2-3)	14	7		
IC82	EPROM	3 (2-3)	28,1*	14		
IC83	EPROM	3 (2-3)	28,1*	14		
IC84	EPROM	3 (2-3)	28,1*	14		
IC85	EPROM	3 (2-3)	28,1*	14		
IC86	4164	3 (2-3)	8	16		
1	1	1	1	1		
IC121	4164	3 (2-3)	8	16		
* depends or	type of EPROM	used				
Table 2:	Continued from	n page 56.				

and a floppy-disk bootstrap-loader routine.

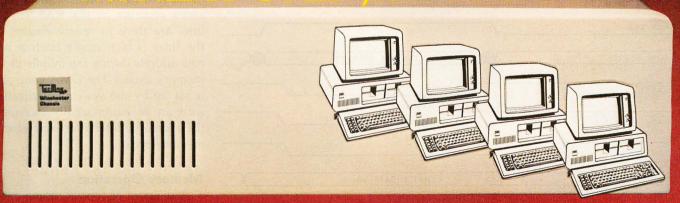
RAM Configuration

The onboard user-programmable memory of the MPX-16 consists of one to four 64K-byte banks of nine type-4164 64K-bit dynamic RAM devices. Within the 8088 processor's 1-megabyte address space, the

MPX-16 must have at least the lowest 64K-byte bank of RAM (bank 0) installed from hexadecimal addresses 00000 to 0FFFF so that interrupt-routine pointers can reside in the locations from hexadecimal 00000 to 003FF. The RAM chips are required to have an access time of no more than 200 ns and a cycle time of 335 ns. Single-bit parity generation and

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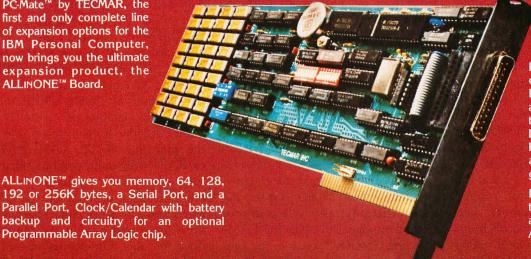
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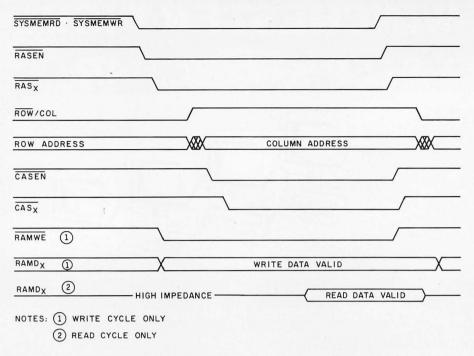


Figure 4: Timing diagram for the memory operation of the MPX-16.

error detection are provided for all of the 256K-byte onboard memory.

The RAM address-decoding logic is shown in section 2 of the schematic diagram (figure 2), and the read/ write control logic, address multiplexers, RAM array organization, parity-generation/errordetection logic are shown in section 3 (figure 3). The onboard RAM address space is selected when two conditions are met: the two high-order address bits SYSA18 and SYSA19 are both low and a memory-refresh cycle is not in progress (shown by DMACKO, the DMA-channel-0-acknowledge signal, being low). Because of this decoding scheme and the fact that the MPX-16 power-on self-test routine automatically clears memory and determines its size, the full 256K bytes of onboard RAM should be installed before you put in additional RAM in the I/O-expansion slots.

Dynamic Memory Refresh

Because dynamic RAM devices are used for the MPX-16's programmable memory, a memory-refresh circuit is necessary to prevent data stored in them from being lost. The 64K-bit dynamic RAMs require that all 256 rows be addressed every 4 ms (milli-

seconds) to maintain the integrity of the data (the columns need not be individually addressed); one row must be addressed for refreshing approximately every 15 µs (microseconds). To eliminate having a separate busarbitration circuit for this purpose, memory refresh is carried out by executing a DMA (direct memory access) read cycle in a "RAS-only" mannerthat is, using only the row-addressstrobe inputs of the memory chips. Because refresh is controlled by the DMA circuit, there can never be a conflict between the refresh operation and the processor's memory references.

The DMACKO signal goes activelow to indicate to the rest of the system that a refresh cycle is in progress. This signal disables the RAMdecoding circuitry, prevents the generation of a CAS (column-address strobe) signal, and enables the REFRESHRAS input at IC64 pin 2 (in section 3, figure 3). When the system bus master, the 8237A DMA controller (IC48 in section 1, printed last month), drives the SYSMEMRD or SYSMEMWR (system memory write) line low, the output at IC 64 pin 3 also goes low. This causes the outputs of the four two-input gates (sections of IC81: positive AND gates used as negative ORs), whose other input comes from IC74, to go low. These outputs form the RAS inputs for each of the four RAM banks. (The 33-ohm series resistors in the RAS control lines are there to reduce ringing on the lines, which might latch a new row address during the middle of the memory cycle.) The DMA controller is set up by the system-initialization software to automatically increment the address counter after each refreshmemory cycle.

Memory Operation

A diagram of typical timing cycles for normal memory-read and write operations is shown in figure 4. For either type of memory cycle, the read/write-control logic is enabled when the DRAMSEL signal is low, indicating that two conditions have both been fulfilled: a valid address (lower than hexadecimal C0000) has been latched on the system bus and the DMACKO signal (from IC63, pin 6) is low (indicating that a refresh cycle is not in progress).

A memory cycle is initiated when the output of an AND gate (IC57 pin 3 in section 3) goes low, indicating that either the SYSMEMRD or the SYSMEMWR control signal has been driven low by the system bus master. The RASEN (RAS enable) signal at IC67 pin 11, produced from the output of IC57 ORed with DRAMSEL, enables the 1-of-4 (2- to 4-line) decoder IC74 to select one of the four lines RASO, RAS1, RAS2, or RAS3 (row-address-input enable for each of the four banks-which one is selected depends on the logic levels of the SYSA16 and SYSA17 address lines) and sets up the row address on the multiplexed memoryaddress lines RAMA0 through RAMA7. A chain of Schmitt-trigger inverter sections, IC63 and IC66, delays the active-low output from IC57 pin 3 by five gate-delay periods, holding the row-address condition until the type-4164 memory chips have had sufficient time to latch the address bits.

When the ROW/COL signal goes high (column addressing active), the

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multiplexers change the contents of RAMA0 through RAMA7 to the column address derived from the system-address-bus lines SYSA8 through SYSA15. The CASEN signal enables the B outputs of the 1-of-4 decoder IC74, which drives the CAS-control line for one of the memorv banks.

The data-input and data-output lines of each RAM chip are tied together onto a common bidirectional memory-data line. The entire RAM array is isolated from the system data bus by bus transceiver IC53, which is enabled by the DRAMSEL signal during nonrefresh memory cycles, allowing data to pass between the RAM array and the system data bus.

The direction of data flow is controlled by the output of IC67 pin 6, a logical OR of DRAMSEL and SYSMEMRD. During memory-read cycles, this signal is low, causing the data on the memory data bus to be transferred to the system data bus. During memory-write cycles, the

direction signal is high and the data flow is from the system data bus to the memory data bus.

Parity Checking

Until the introduction of the IBM Personal Computer, memory with parity checking was rare in personal computers but had been used for years in larger computers. IBM did well to copy this feature of larger machines, since the constant decreases in memory prices have made it more and more cost-effective. The MPX-16 also incorporates parity memory for increased system reliability and user confidence. Parity generation and checking in the MPX-16 are provided by a 74LS280 parity generator (IC59) and a type-D flip-flop (IC58), shown in figure 3 on page 54.

During a memory-write cycle, the PARITYOUT signal presented to pin 8 of IC59 is low, because the output of IC57 (an AND gate) is disabled by the low state of the active-high

SYSMEMRD signal. The parity bit computed by IC59 from the eight RAM data lines is written into the parity-bit memory chip (the ninth one of each bank) for the bank being addressed.

When a memory-read cycle occurs, the output of IC57 is enabled, and the parity bit that was previously written for each byte is routed to IC59 and used to check for an error in the parity value. When the rising edge of the signal from IC67 pin 6 (DRAMSEL OR SYSMEMRD) is detected by the flip-flop IC58, it latches parity value.

When no parity error is present, the odd-parity output (Σ O) of the 74LS280 will be a logic high state. When an error does occur, the oddparity output will be low. The PARERR signal from IC58 is sent to the NMI (nonmaskable interrupt) logic and will remain set until the next memory-read cycle for which no parity error occurs, or until the flip-flop is preset by a low state on the CLRPAR (clear parity) line, IC58

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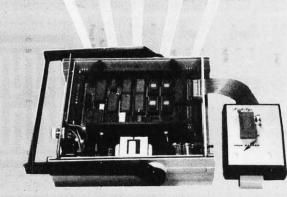
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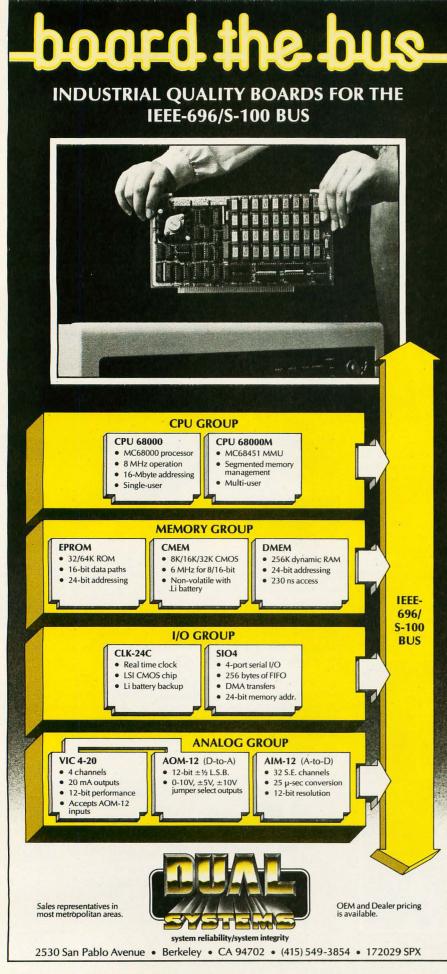
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pin 4. Software called through the interrupt vector then notifies the user of a memory error.

Interrupt Advantages

The versatility of any computer system is enhanced if its processing can be interrupted by outside events so that it doesn't have to continually keep track of what is going on in the outside world. The MPX-16 supports an interrupt system with 16 levels of interrupt priority, for a high degree of versatility in dealing with the external environment.

Perhaps the major advantage to using interrupts is the increase in throughput resulting from their use in handling the system I/O functions. Instead of the processor's spending a great deal of time checking to see if I/O devices are ready to transfer data or waiting for them to be ready, in an interrupt-driven system the processor can continue executing its application program, only suspending execution to attend to an I/O device when the device signals that it is actually ready for data transfer.

Although it can be tougher to debug, interrupt-driven software is generally more compact and efficient than that which must explicitly check I/O devices by polling or waiting. But we don't have space here to discuss the software aspects at length.

MPX-16 Interrupt Logic

The interrupt structure of an 8088-based system revolves around an interrupt-vector lookup table located low in system memory from location hexadecimal 00000 through 003FF. Each interrupt vector in the table consists of 4 bytes that point to the address of an interrupt-service routine. Up to 256 interrupt vectors, numbered from decimal 0 to 255, can be used to specify starting addresses of interrupt routines anywhere in the 8088's 1-megabyte address space. Each of the interrupt vectors is assigned an interrupt-type number that points to its location in the lookup table. The type number multiplied by 4 equals the offset of the vector from location 00000.

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True Full Screen Editing	Yes	Yes	Yes	
Edit files one disk in length	Yes	Yes	Yes	
Compact and fast	Yes	Yes	No	
Display of line and column #	Yes	No	Yes	
Set/Goto text markers	Yes	No	Yes	
'Undo' key to restore line	Yes	No	No	
Automatic Indent/Undent	Yes	No	No	
Adjustable tab positions	Yes	No	Yes	
Repeat function key	Yes	Yes	No	
Text move and copy	Yes	Yes	Yes	
Scratchpad buffers	10	Only 1	No	
Load/Save buffers on disk	Yes	No	No	
Flexible command mode	Yes	Yes	No	
Multiple command macros	Yes	No	No	
Directory display	Yes	No	Yes	
Edit additional (small)				
files simultaneously	Yes	No	No	
Insert another disk file	Yes	Yes	Yes	
Unlimited file handling	Yes	No	No	
	-	V	V	

Yes

Yes

Yes

Startup command file Yes Yes Program CRT function keys Yes Word Wrap and reformatting Printing Simple Print formatting No Menu driven installation Yes Yes Support newest CRT terminals Support smart CRT functions
Customizable keyboard layout
Available for CP/M-86
Available for MSDOS Yes Yes Since 1981 Since 1981

Automatic disk buffering

system and disk format.

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Change disks while editing

Please specify your microcomputer, video board or the CRT terminal version, 8080, Z80, or 8086 code, operating

VICA O MA----

No

No

No

No

No

No No

No

Yes

No No

No

Yes

Yes

Yes

No

No

Yes

Some

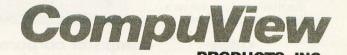
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nonmaskable-interrupt (NMI) input at pin 17 of the 8088 microprocessor, IC36. This signal is an internally synchronized edge-triggered input which causes a predefined "type-2" interrupt that "vectors" (passes control) to the location identified by the eighth position in the table. Although the 8088's NMI input is not directly maskable by software, the MPX-16 contains extra hardware that can mask the interrupt signal before it gets to the 8088, given proper setup by the soft-

ware. The NMI input is used to report system memory-parity errors and errors from the I/O-channel expansion slots.

The next 15 levels of interrupts are implemented by two Intel 8259A programmable interrupt controllers (PICs), IC35 and IC62 in section 1 of the schematic diagram, which was printed in last month's article. One of the programmable interrupt controllers, IC35, serves as the master and resides on the multiplexed local

bus shared with the processors. The other, IC62, is a slave device to IC35 and resides on the system bus. The master/slave configuration is set up during the initialization process by software.

All of the peripheral devices residing on the system board, such as the serial and parallel I/O-port controllers, are supported by interruptrequest lines on the 8259A PICs. Interrupt requests from the PICs drive the INTR input of the 8088 (pin 18). This signal is a level-triggered input that can be internally masked by a software instruction. Interrupts requested by the INTR input do not have predefined vector types as does the nonmaskable interrupt. In the case of the 8259A PIC, a consecutive block of eight interrupt types, one for each of the eight interrupt-request input pins, is programmed into the device by the system software as part of the initialization process when the power is turned on.

Handling Interrupts

When an interrupt signal is received on the 8088's INTR pin, the processor enters an interrupt-acknowledge cycle that is used to determine the interrupt type. First the processor preserves what it was doing when interrupted: the state of the machine is saved by pushing the contents of the flag register, codesegment register, and instruction pointer onto the stack. In addition, the interrupt flag is cleared, disabling further interrupts from occurring until the processor is ready for them. (If nested interrupts are desired, the interrupt-service routine must reenable the processor to receive interrupts, while ensuring that the most crucial tasks are not delayed until too late. The programming is not easy.)

In the next step, the 8288 bus controller (IC51) issues two interruptacknowledge pulses on the INTA line. The first pulse signals the 8259A PICs that the interrupt request is being granted. When the second INTA pulse is issued, the 8-bit code for the interrupt type is placed onto the data bus. The value of the interrupt type is multiplied by 4 (simply by being shifted left 2 places) to determine the



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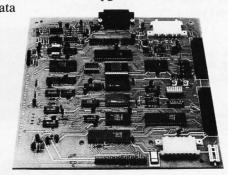
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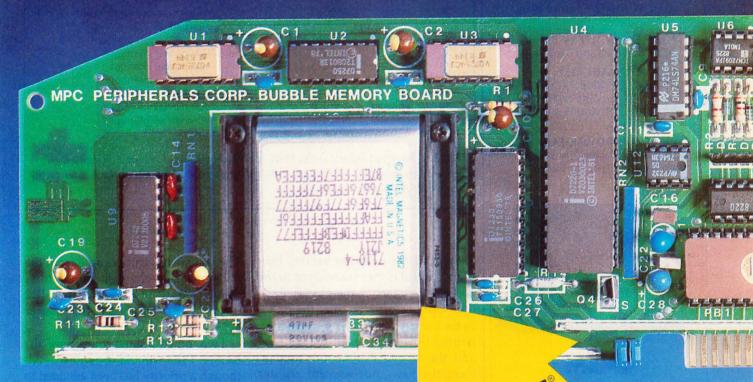
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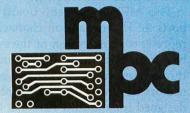
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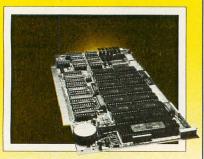
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Priority Level	Source	Signal Name	Description
0	NMI	PARERR or IOCHNLERR	memory-parity or I/O-channel errors
1	master	TIMEINTR	real-time clock
2	slave	SIOORXRDY	serial-channel-A receive ready
3	slave	SIO1RXRDY	serial-channel-B receive ready
4	slave	SIOOTXRDY	serial-channel-A transmit ready
5	slave	SIO1TXRDY	serial-channel-B transmit ready
6	slave	PRINTRDY	printer-port ready
7	slave	FDCINT	floppy-disk-controller interrupt
8	slave	NPXINT	numeric-processor-extension (8087) interrupt
9	slave	PIOINT	parallel-I/O-port interrupt
10	master	IRQST2	I/O-channel interrupt
11	master	IRQST3	I/O-channel interrupt
12	master	IRQST4	I/O-channel interrupt
13	master	IRQST5	I/O-channel interrupt
14	master	IRQST6	I/O-channel interrupt
15	master	IRQST7	I/O-channel interrupt

Table 3: Interrupt signals in the MPX-16, listed in order of priority. Priority-0 errors go through the 8088's NMI input, while the rest go through either the master or the slave 8259A interrupt controller.

address of the interrupt vector. Program control is then transferred to the address contained in the 4 bytes of the interrupt vector. Note that the first 2 bytes are used as the new instruction pointer (lower 16 bits of the address) and the second 2 bytes are used to form the new code-segment register (upper 16 bits). When the interruptservice routine has completed execution, control is returned to the main program via an IRET instruction, which pops the original flag and address information off the stack into the active registers. The main program then resumes execution where it left off, with the interrupts reenabled.

Interrupt Priorities

The organization of the system-board interrupt-priority scheme is shown in table 3. The highest priority hardware interrupt, as we've seen, is the NMI, which is caused by memory-parity or I/O-channel errors. The highest priority maskable interrupt is from the IRO input of the master 8259A PIC, which is generated by the real-time clock. The next eight interrupts in priority come from peripheral devices attached to the slave 8259A PIC, which is in turn attached to the IR1 input of the master 8259A.

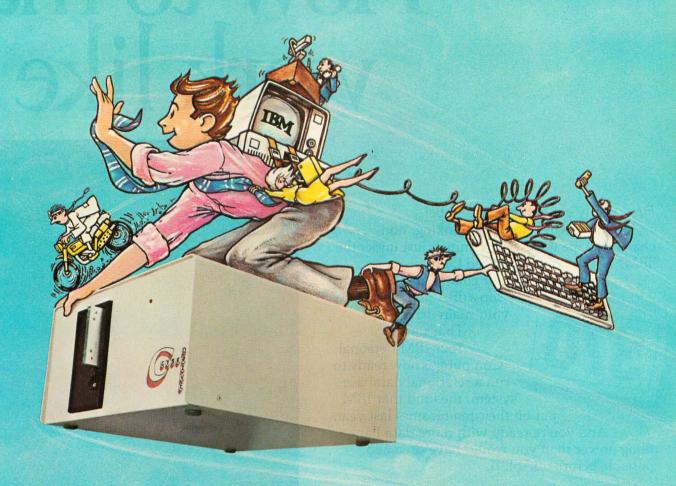
The last six interrupts come from the I/O-expansion-channel connectors. These interrupts drive the IR2 through IR7 inputs of the master 8259A.

Two other points concerning the 8259A PICs should be noted. Although a priority has been assigned to each interrupt-request input of the 8259A PICs, these can be changed by the system software. In addition, the 8259A PICs can even be used to implement a polled I/O system. (These devices provide considerable flexibility for handling I/O servicing at a relatively low hardware cost.) And finally, all of the interrupt-service routines in the MPX-16 system can be be invoked via a software-interrupt instruction that specifies the interrupt type. This can be useful in starting an I/O device and in debugging the interrupt routines.

I/O-Expansion Channels

The MPX-16 system board supports an I/O-expansion channel that represents an extension of the system bus. Peripheral devices are connected through several 62-pin card-edge connectors like those used by peripherals designed for the IBM Personal Computer. The MPX-16 computer system

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Pin	Signal Name		Pin	Signal Name	And the second
A01 A02 A03 A04 A05 A06 A07 A08 A09 A10 A11 A12 A13 A14 A15 A16 A17 A18 A19 A20 A21 A22 A23 A24 A25 A26 A27 A28 A29 A30 A31	I/OCHNLERR SYSDAT7 SYSDAT6 SYSDAT5 SYSDAT4 SYSDAT3 SYSDAT1 SYSDAT1 SYSDAT0 IOCHNLRDY/WAIT SYSAEN SYSA19 SYSA18 SYSA15 SYSA16 SYSA15 SYSA14 SYSA12 SYSA11 SYSA10 SYSA9 SYSA8 SYSA7 SYSA6 SYSA5 SYSA4 SYSA3 SYSA2 SYSA1 SYSA0	system data bus system address bus	B01 B02 B03 B04 B05 B06 B07 B08 B09 B10 B11 B12 B13 B14 B15 B16 B17 B18 B19 B20 B21 B22 B23 B24 B25 B26 B27 B28 B29 B30 B31	GND BRESET Voc IRQST2 -5 V DC DMARQST2 -12 V DC IOCHLDRQST +12 V DC GND SYSMEMWR SYSMEMRD SYSIOWR SYSIORD DMACK3 DMARQST3 DMACK1 DMARQST1 BDMACK0 BSYSCLK0 IRQST7 IRQST6 IRQST5 IRQST4 IRQST3 DMACK2 TCNT SYSALE Voc BSYSCLK1 GND	system-status control

Table 4: Pin/signal relationships in the I/O-expansion connectors. These assignments are compatible with those in the expansion slots of the IBM Personal Computer. Many of the system control signals are buffered before being fed to these connectors.

can potentially contain 1 megabyte of memory and still have spare expansion slots for special-purpose I/O modules, which might include videotex decoders, process-control or data-acquisition interfaces, or local-network interfaces.

The standard MPX-16 system board has five expansion connectors installed in alternating positions, effectively located on 1-inch center-tocenter spacings. An additional four connectors can be installed between them, if needed; the resulting nine connectors will be on half-inch center-to-center spacing. Spacing on 1-inch centers is usually required for disk controllers and I/O boards. Memory boards, on the other hand, will generally fit in half-inch spacing.

The I/O-expansion channel has been designed to be pin-for-pin hardware-compatible with the IBM

Personal Computer (model 5150). The IBM PC bus was chosen, as I explained last month, to take advantage of the expected proliferation of IBM-PC-compatible peripheral-adapter modules and expansion memories. However, because the MPX-16 system board already supports most of the peripheral I/O functions that would ordinarily be added to the IBM computer, the I/O-expansion slots are available for new uses.

Table 4 lists the signal connections to the pins of the I/O-expansion connectors. All signal lines in the I/O channel are compatible with LS-TTL (low-power Schottky-diode-clamped transistor-transistor logic) signals. Brief descriptions of each group of lines follow.

Oscillator Clock (BSYSCLK1): This is a buffered version of the main

system timing clock. It runs at a frequency of either 14.31818 MHz or 15.0 MHz, depending on which crystal is installed. It has a 50 percent duty cycle.

System Clock (BSYSCLK0): This is a buffered version of the system processor clock. It runs at a frequency that is one-third that of SYSCLK1. It has a 33 percent duty cycle (high for one-third of the cycle, low for two-thirds).

System Reset (BRESET): This is a buffered version of SYSRES, which is active on power-up. It is synchronized to the falling edge of the SYSCLKO waveform and is used for initialization of all system hardware components.

Address Latch Enable (SYSALE): This signal is used to indicate the presence of a valid address on the system bus. The falling edge of SYSALE is normally used to latch the address. This signal is generated by the 8288 bus controller during bus cycles initiated by one of the local-bus masters. The system-address enable signal, SYSAEN, should be used to enable this signal in the I/O channel.

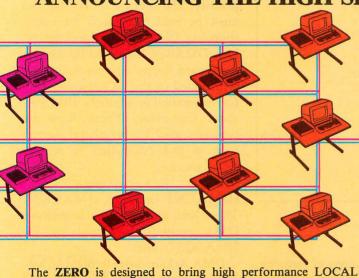
System Address Enable (SYSAEN): This line, when active-low, indicates that one of the system coprocessors (either the 8088 or the 8087) has control of the system bus. When SYSAEN is high, the 8237A-5 DMA controller has control of the system bus and drives the system address, system memory, and I/O-read/write lines.

I/O Channel Ready (IOCHNLRDY/WAIT): This line is normally high. When a slow I/O device or expansion memory board decodes a valid address, this line should be driven low, causing the flip-flops IC25 and IC33 to insert wait states into the bus cycle until the slow device has completed its cycle. (To avoid conflict with memory refresh, this line should never be held low for more than 1 or 2 μ s.)

System Memory Read (SYSMEMRD): This control line is used to gate the memory-device data buffers onto the system data bus during memory-read cycles initiated by either the processor or DMA controller.

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System Board Peripheral Device	Base Address (hexadecimal)
8237A-5 DMA controller	000
8272 floppy-disk controller	020
DMA page registers 0 and 1	040
DMA page register 2	060
DMA page register 3	. 080
floppy-disk-drive motor-on register	0A0
parity-error flip-flop clear	0C0
spare (reserved)	0E0
spare (reserved)	100
8259A interrupt controller—slave	120
8259A interrupt controller—master	140
console serial I/O port	160
auxiliary serial I/O port	180
8255A-5 parallel I/O	1A0
8155H-2 parallel I/O and timer	1C0
8253-5 counter-timers	1E0

Table 5: Base addresses of the I/O-device-control registers.

System Memory Write (SYSMEMWR): This control is used to store the data present on the system data bus into the selected memory location during memory-write cycles initiated by either the processor or DMA controller.

System I/O Read (SYSIORD): This control line is used to gate the selected I/O device to accept the data present on the system data bus during I/O-read cycles initiated by either the processor or the DMA controller.

System I/O Write (SYSIOWR): This control line tells the selected I/O device to accept the data present on the system data bus. It is active in I/O-write cycles initiated by either the processor or DMA controller.

I/O-Channel (Parity) Error (I/OCHNLERR): This signal, when enabled by the system software, will cause an interrupt via the NMI input of the 8088 processor. It is normally used to alert the processor to a parity error in memory devices residing in the I/O channel.

System Address Bus (SYSA0 through SYSA19): These lines form a 20-bit system address bus, which can

address up to 1 megabyte of memory. SYSA0 represents the least significant address bit (LSB), and SYSA19 represents the most significant address bit (MSB). These lines can be driven either from the processor or from the DMA controller and are considered to be active-high.

The MPX-16 computer system can potentially contain 1 megabyte of memory and still have spare expansion slots.

System Data Bus (SYSDAT0 through SYSDAT7): These lines form the 8-bit system data bus and can be driven by the processor, memory devices, or I/O devices. They are bidirectional and are considered to be active-high. SYSDAT0 is the LSB, SYSDAT7 the MSB.

I/O Channel Interrupt Requests (IRQST2 through IRQST7): These lines are prioritized interrupt-request lines, with IRQST2 having the highest priority and IRQST7 the

lowest priority. The lines are edgetriggered and active-high; however, the request signal must be maintained in the high state until the interrupt request has been acknowledged. The interrupt-service routine written for each particular device in use must usually do this.

DMA Requests (DMARQST1 through DMARQST3): These lines are prioritized DMA-request lines, with DMAROST1 having the highest priority and DMARQST3 the lowest priority. The lines are active-high and must be held high until the corresponding DMACKx line goes activelow. DMARQST2 is used by the system-board floppy-disk controller and is included in the I/O channel only for compatibility with the IBM Personal Computer. These lines are typically used by peripheral devices such as disk controllers to request DMA service.

DMA Acknowledge Lines (DMACK1 through DMACK3): These lines are used to acknowledge DMA requests generated by the DMARQSTx lines.

DMA Acknowledge 0 (BDMACK0): This is a buffered DMACK0 line and signifies that a DMA-controlled dynamic-memory-refresh cycle is in progress.

DMA Terminal Count (TCNT): This signal is active-high when any of the four DMA channels reaches a terminal count. The corresponding DMA-acknowledge line should be used in conjunction with the TCNT signal.

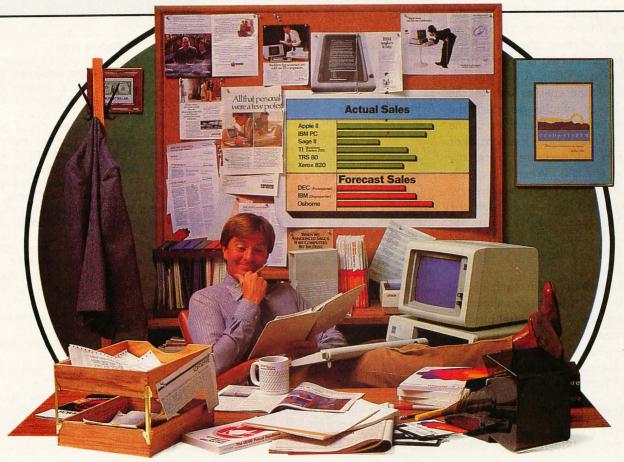
Peripheral Power: +5 volts (V) DC $\pm 5\%$, logic ground, +12 V DC $\pm 5\%$, -12 V DC $\pm 10\%$, and -5 V DC $\pm 10\%$ power connections are all provided in each expansion connector.

I/O-Decoder Logic

The MPX-16 computer system contains a variety of onboard, high-performance peripheral devices: direct support for all of the major I/O functions needed to form a complete microcomputer system, as listed in table 1 on page 44.

All of the system-board I/O peripherals are addressed or selected by the 4-to-16 decoder IC52 (shown in





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at SofTech Microsystems.

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Circle 424 on inquiry card.

section 2, figure 2 on page 48). This decoding logic maintains addressing compatibility with IBM Personal Computer peripherals by using the system-address-bus line SYSA9 to determine whether the peripheral device being selected is on the main circuit board or off it. A low state on the SYSA9 line enables one of the strobe inputs of the decoder; the other strobed input is enabled if one of the local bus masters has control of the system bus, indicated by a low state on 88AEN. When an I/Odevice interface chip is selected by this decoded address and either the SYSIORD or SYSIOWR line is active, an I/O bus cycle is performed.

The base address for each of the system-board I/O devices is shown in table 5 on page 76. The total number of address-space locations used by each peripheral device varies; this will be discussed in more detail next month in part 3.

During DMA cycles the I/O decoder

Next Month:

is disabled.

If you've followed everything in this second installment on the Circuit

Cellar MPX-16 computer system, you're doing well. In the January article I'll fill you in on the serial and parallel I/O ports, counters, floppydisk controller, and operating-system BIOS, among other topics.

Acknowledgments

Thanks to Jim Norris, George Martin, and Linda Spencer of Owl Electronic Laboratories for their contributions to this project.

Thanks to Mark Dahmke and Gordon Heins for their help with the documentation.

Thanks to Bill Morello and his staff at Techart Associates for their careful work in drawing the schematic diagrams.

Editor's Note: Steve often refers to previous Circuit Cellar articles as reference material for each month's current article. Most of these past articles are available in reprint books from BYTE Books, McGraw-Hill Book Company, POB 400, Hightstown, NJ 08520.

Ciarcia's Circuit Cellar, Volume I, covers articles that appeared in BYTE from September 1977 through November 1978. Ciarcia's Circuit Cellar, Volume II, contains articles from December 1978 through June 1980. Ciarcia's Circuit Cellar, Volume III, contains the articles that were published from July 1980 through December 1981.

To receive a complete list of Ciarcia's Circuit Cellar project kits available from the Micromint, circle 100 on the reader service inquiry card at the back of the magazine.

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- 4. Ciarcia, Steve. "The Intel 8086." November 1979 BYTE, page 14. Reprinted in Ciarcia's Circuit Cellar, Volume II. Peterborough, NH: BYTE Books, 1981, page 120.
- 5. Component Data Catalog. Santa Clara, CA: Intel Corporation, 1981.
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- 8. Morgan, Christopher L. and Mitchell Waite. 8086/8088 16-bit Microprocessor Primer. Peterborough, NH: BYTE Books, 1982.

The following items are available from:

The Micromint Inc. 561 Willow Ave. Cedarhurst, NY 11516 (516) 374-6793 (for technical information) (800) 645-3479 (for orders only)

1. MPX-16 single-board computer system: assembled, tested, and burnedin. Includes 64K bytes of RAM, Digital Research CP/M-86 operating system on 8-inch or 51/4-inch floppy disk, CP/M-86 BIOS in EPROM, MPX-16 Technical Reference and User's Manual. Requires power supply and floppy-disk drive.

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2. MPX-16 single-board computer system, as above, but with 256K bytes of RAM installed.

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3. MPX-16 single-board computer

system, with 64K bytes of RAM. In OEM quantities of 100 \$1200 each

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5. Unpopulated (blank) printedcircuit board for the MPX-16 computer system: five-layer, screened, and solder-masked. Includes CP/M-86 BIOS in EPROM. MPX-16 Technical Reference and User's Manual.

Single-quantity price.....\$300

6. Digital Research CP/M-86 User's Manual (three-volume set), sold sep-

7. MPX-16 Technical Reference and User's Manual, sold separately \$50

8. Enclosure for MPX-16 circuit board.....call for price

When it becomes available for the MPX-16, Microsoft's MS-DOS operating system may be optionally sub-

stituted for CP/M-86.

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RUN YOUR BUSINESS BY DAY. SAVE THE EARTH BY NIGHT.

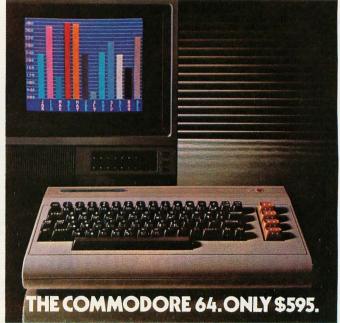
At the end of a business day, the Commodore 64 can go into your briefcase and ride home with you for an evening's fun and games.

Because of its superior video quality (320x200 pixel resolution, 16 available colors and 3D Sprite graphics), the Commodore 64 surpasses the best of the video game machines on the market. Yet, because it's such a powerful computer, it allows you to invent game programs that a game machine will never be able to play; as well as enjoy Commodore's own video game cartridges.

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If you're a musicologist, you already know what an ADSR (attack, decay, sustain, release) envelope is. If you're not, you can learn this and much more about music with the Commodore 64's music synthesizing features.

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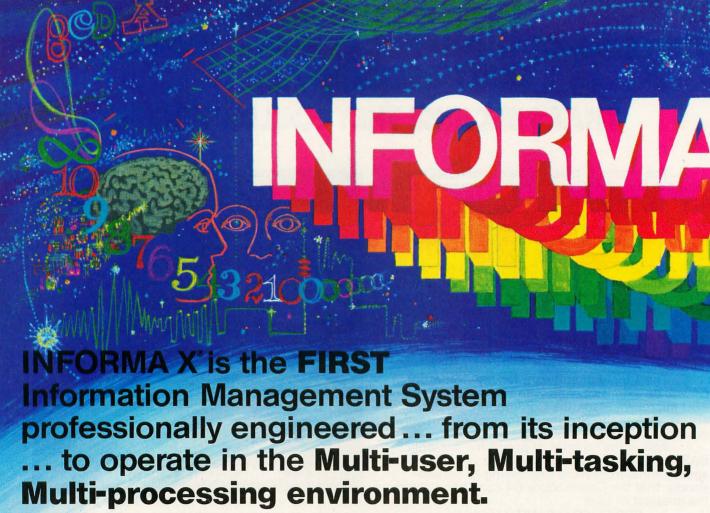
personal computers, your wait is over.

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*Manufacturer's Suggested Retail Price: July 1, 1982. Disk drives and printers are not included in prices. The 64's price may change without notice. CP/M® is a registered trademark of Digital Research, Inc.



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No "Computereze" like: B:XPNW = MAIL

No "English type commands" like: Find record 5 on drive D: in database mail

No "Cryptic Commands" like: pip d:=c:*.??v

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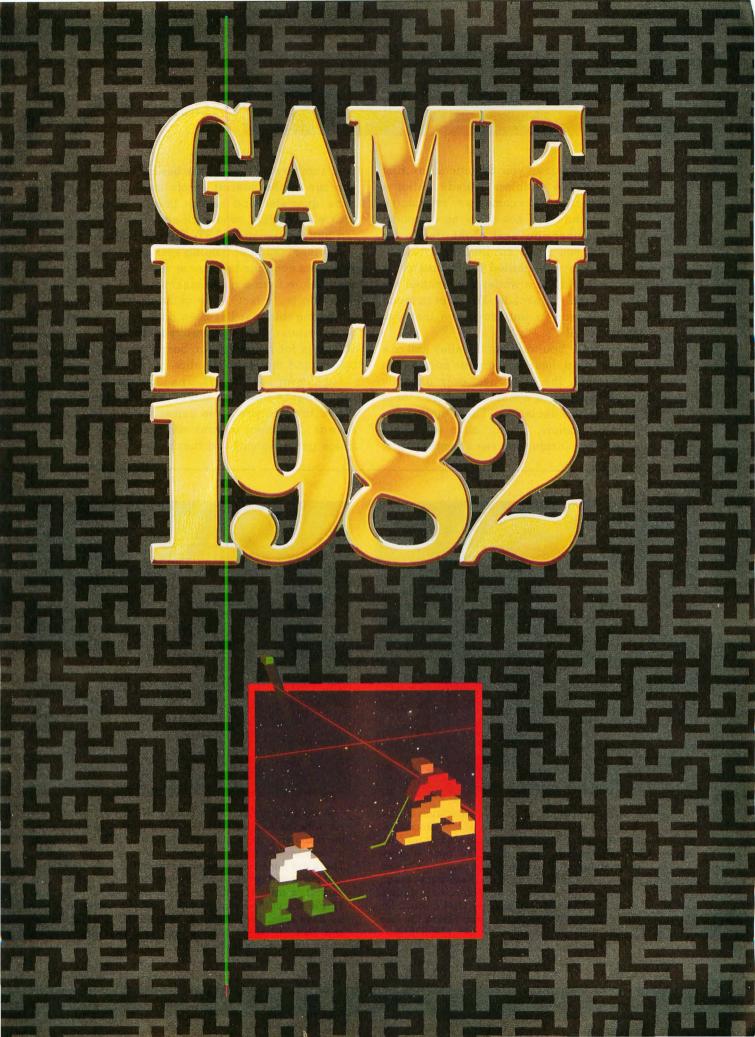
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The Coinless Arcade— Rediscovered

Pamela Clark, Technical Editor and Gregg Williams, Senior Editor

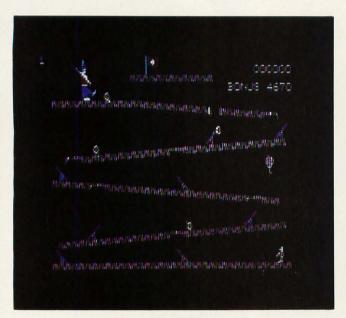
A faceless stranger gave you directions the first time you came to The Coinless Arcade. After a glorious night of gaming, you came away retaining a pocket full of quarters and not a few new friends. Everyone met together the next night, ready for more gaming, but you could not find the arcade—anywhere! Night dampness chilled your bones as the search continued, and, for a while, you combed the town every night: still, no arcade. You kept in touch with your new friends, if only to prove that you hadn't imagined it all.

A year has passed. You walk out the alley exit of a theater and, surprised, hear faint arcade noises. You follow them through the alleyways, only distantly aware that you never cross a main street. And there it is: the neon facade declaring "The Coinless Arcade" with festive colors, the air alive with electronic sounds. Once inside, you see a familiar face,

then another. Soon everyone has arrived. Laughing, you run to the nearest empty machine, reach for some quarters—and realize there's no need. You wish your friends good luck and press the flashing red button labeled START. The fun begins again.

Another computer gaming year has passed. Game designers continue to squeeze more than we've ever seen before from a given machine, and we applaud their efforts. In fact, some of the most exciting programming this year has been done for the cartridge game systems. That's why we're including two pages of games for the Atari (or Sears) Video Computer System and the Mattel Intellivision Game System.

Luckily for you players, The Coinless Arcade exists in your imagination and in your microcomputer. We've brought you these games from our Coinless Arcade. Put them in your microcomputer (or cartridge game system) and they're yours forever.



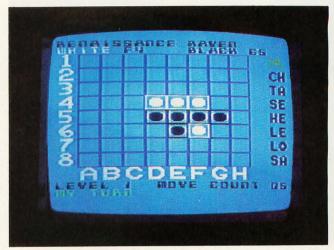
Playing Cannonball Blitz can provide entertainment for you and chuckling enjoyment for a crowd of onlookers. The object of the game is to get the rebel soldier up Nutcracker Hill and destroy the castle. The poor soldier, however, must contend with a barrage of cannonballs and constant trips and obstacles. It becomes hard not to laugh as you try to outrun or jump over cannonballs, or just plain get out of the way. Cannonball Blitz by Olaf Lubeck for the Apple II or II Plus, \$34.95 (disk), from Sierra On-line Inc., 36575 Mudge Ranch Rd., Coarsegold, CA 93614.



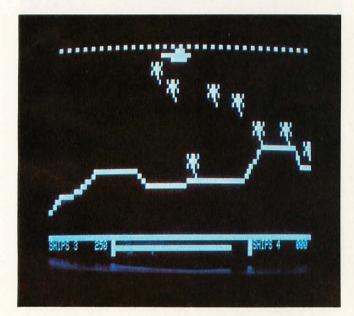
Want a challenge with a bizarre twist? First, you take a job with the ASPCA and are put in charge of controlling the lemming population. All you have to do is lock them in a room so they won't breed. Sounds easy until you try it. There are lemmings running everywhere, breeding faster and faster and getting run over by trucks. If you're not real careful, a mass suicide occurs as they march to the sea. This is one of the strangest topics for an arcade game that we have seen. Lemmings by Jerry Jewell, Terry Bradley, and Dan Thompson for the Apple II or II Plus, \$29.95 (disk), from Sirius Software Inc., 10364 Rockingham Dr., Sacramento, CA 95827.



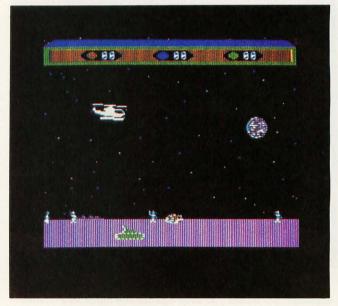
The city is under attack, and it's up to you to rescue the only remaining inhabitants. Pilot your Needlefighter and swoop in, picking up each of the 18 survivors and transport them through a hazard-filled sky to temporary safety. Once you have saved all of the people, you must risk your life and theirs once again, as you move them to permanent quarters. It isn't easy—hero stuff never is. **Protector** by Mike Potter for the Atari 400/800, \$34.95 (cassette), from Synapse Software, 820 Coventry Rd., Kensington, CA 94707. (Also available on disk.)



If you love playing two-person strategy games but can't always find a willing opponent, Renaissance may be the answer. This is a computer version of the board game Othello (trademark of Gabriel Industries) that is designed to let you challenge the machine, although it may be used with two human players. You can choose from eight levels, set up special games, and save and recall games from tape. Renaissance by Louis X. Savain for the VIC-20, \$49.95 (cartridge), from United Microware Industries Inc., 3503-C Temple Ave., Pomona, CA 91768.

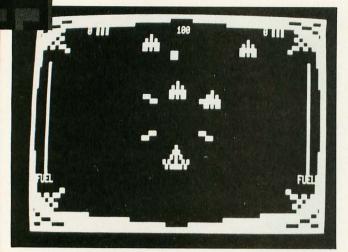


As the commander of a nuclear submarine, you guide your vessel through a subterranean obstacle course, avoiding mountains, twisting through passages, and staying away from the webs of explosive mines rising from the sea floor. And if that wasn't enough to make a hazardous trip, watch out for the enemy attack stations, falling stalactites and mines, and, of course, lasers. The scrolling seabottom gives you the equivalent of 24 screens laid end-to-end, and the game also offers a two-player option. Sea Dragon by Wayne Westmoreland and Terry Gilman for the TRS-80 Models I and III, \$24.95 (disk), from Adventure International, POB 3435, Longwood, FL 32750. (Also available for the Apple and the Atari 400/800.)

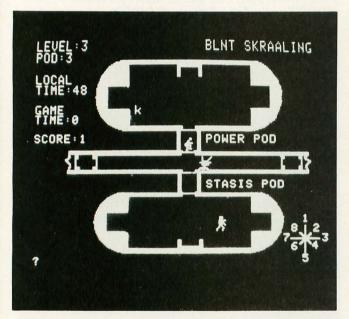


Amid the sounds of explosions and the sight of burning buildings, you must manuever your helicopter and rescue the 64 kidnapped delegates to the United Nations Conference on Peace and Child Rearing. Watch out for jet fighters and air mines and try to get as many of the hysterical hostages back to safety as you can. It's great fun manipulating the helicopter with a joystick acting as the throttle; and the little folks on the ground really wave to you! Choplifter! by Dan Gorlin for the Apple II or II Plus, \$34.95 (disk), from Broderbund Software, 1938 Fourth St., San Rafael, CA 94901. (Requires joystick with two buttons; also available for the Atari 400/800.)

COINLESS ARCADE



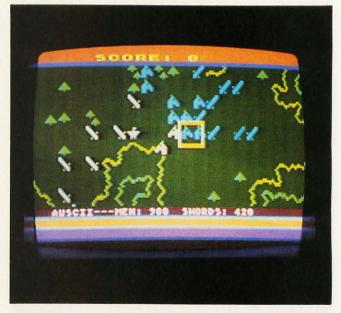
Escorting and defending cruisers through front-line battle zones becomes a hazardous task when Cretonian forces try to destroy your protective field. Your fuel supply is limited, so your mission must be completed rapidly, while you fight off three waves of Cretonian ram craft, energy torpedoes, and Kilr mines. Stellar Escort by Jeff Zinn for the TRS-80 Models I and III, \$19.95 (disk), from Big Five Software, POB 9078-185, Van Nuys, CA 91409. (Also available on cassette.)



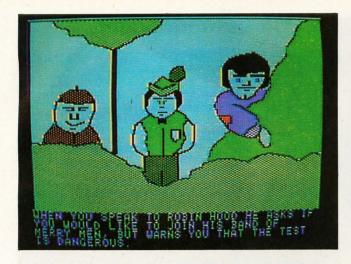
Use your problem-solving skills in a science-fiction scenario that makes you race against the clock in a simulation of an emergency situation aboard a biological survey spaceship. After a mid-space accident, your ship begins to malfunction. The crew must locate the main computer console, access the plans to the multipod vessel, and repair the damage before time runs out. During the search, you must look out for dangerous biological specimens and attacking robots. While the game can be played as solitaire, it can also incorporate up to seven players in a cooperative effort to save the ship (and your lives!). Wreck of the B. S. M. Pandora by Stephen Abrams for the Apple II or II Plus, \$50 (disk), from Apple Computer Inc., 20525 Mariani Dr., Cupertino, CA 95014.

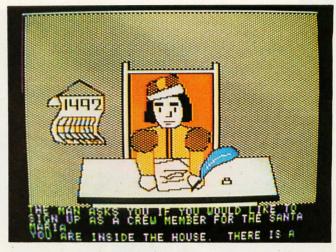


If you suffer from nightmares of being caught in a snakefilled maze, don't play Serpentine before bedtime. Not only must you try to keep your nice blue serpents alive, but you must also make their lives long enough to lay eggs and raise new serpents. You can't merely avoid predator serpents: you must eat them in order to grow. Big serpents always swallow little serpents, so growing up fast can be a real advantage. **Serpentine** by David Snider for the Apple II or II Plus, \$34.95 (disk), from Broderbund Software, 1938 Fourth St., San Rafael, CA 94901.

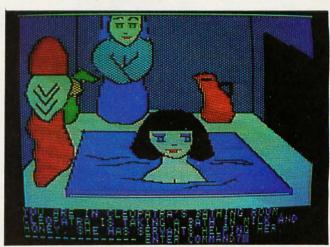


If you always had a secret desire to conquer barbarian hordes, Legionnaire is the game for you. High-resolution graphics, sound, and real-time combat combine to create a live-action battlefield. You command the Roman Legions of Julius Caesar, while the computer controls the Gaulish barbarian hordes. With up to ten legions to command, you select any two of 16 barbarian tribes to fight. The game provides you with a topological map, which must be mastered to defeat the most vicious of the barbarians. Don't let the cover art deter you (the worst we've seen this year!)—the game is great entertainment, even for those who haven't been war-game fans before. Legionnaire by Chris Crawford for the Atari 400/800, \$35 (cassette), from Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. (Also available on disk.)









The Guinness Book of World Records must be getting ready for a computer games category, if Time Zone is any indication of things to come. Without a doubt, it is the longest adventure to date with more than 1400 color graphic pictures and six floppy disks packed (front and back!) with this challenging game. Not only do you become a time traveler, but you must be able to solve puzzles built into the game. This ultimate adventure is already a legend in its own time. Time Zone by Ken and Roberta Williams for the Apple II or II Plus, \$99.95 (disk), from Sierra On-line Inc., 36575 Mudge Ranch Rd., Coarsegold, CA 93614.



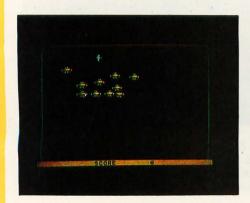


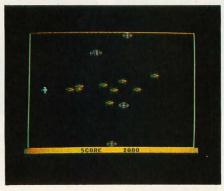
The award (if we had one) for the most arcade-like game of the year would go to Bandits. In this spectacular contest, every new wave of aliens has a different strategy and a different weapon to challenge you. And, of course, the more you manage to blast them off your screen, the faster they attack. Good graphics and great action make this game a must for arcade fans. Bandits by Tony and Benny Ngo for the Apple II or II Plus, \$34.95 (disk), from Sirius Software Inc., 10364 Rockingham Dr., Sacramento, CA 95827. (Also available for the Atari.)

COINLESS ARCADE

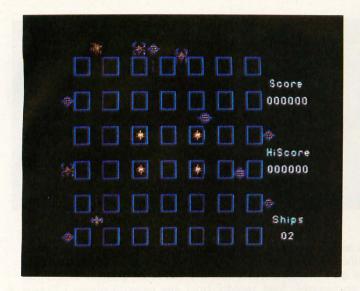


If you have always been a fan of the old Saturday matinee monster movies, here is a game that allows you to create your own interactive version. Choose your favorite locale to be devoured: Washington, Tokyo, New York, or San Francisco. Next, from a choice of six killer creatures, select the monster you would most like to be when you grow up. With more than 100 possible scenarios, you can wreak havoc to your heart's content. Watch out for the National Guard and the mad scientist, though, because they are determined to eliminate your monster at any cost. Crush, Crumble, and Chomp! by Jon Freeman, J. W. Connelley, Michael Farren, and Toni Thompson for the Apple II or II Plus, \$29.95 (disk), from Epyx/Automated Simulations Inc., 1043 Kiel Court, Sunnyvale, CA 94086. (Also available on disk for the TRS-80 Models I and III and the Atari 400/800 and on cassette for the VIC-20.)

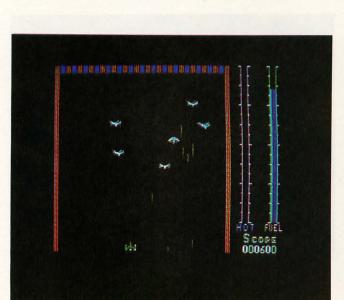




For an added thrill, try using two joysticks with Cyborg. Move your human/machine hybrid with one joystick and fire with the other as you battle robots, killer hyper-spheres, and giant spiders in a series of arenas. Each arena or wave may contain all of one type of opponent or a mixture of all, with each new arena harder to get through than the one before. Cyborg by Simon Smith for the Atari 400/800, \$29.95 (disk), from Med Systems Software, POB 2674, Chapel Hill, NC 27514.



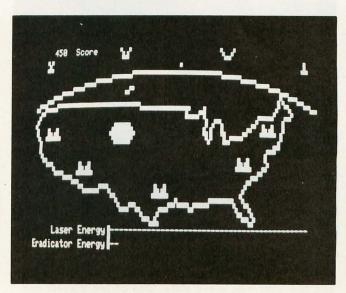
By allowing you to independently shoot and move in four directions, Crossfire emerges as one of the most difficult and challenging arcade games to play. Surrounded by aliens, with laser shots flying at you from all directions, you are confined in a grid. Instead of the freedom of the skies, you must exercise tight control over the movement of your ship, firing missiles at the same time. The reflexes take a long time to master, but, once you get the hang of it, it's addictive. **Crossfire** by Jay Sullivan for the Apple II or II Plus, \$29.95 (disk), from Sierra On-line Inc., 36575 Mudge Ranch Rd., Coarsegold, CA 93614. (Also available on disk, cassette, or cartridge for the Atari 400/800.)



Endless waves of aliens (what else?) fill the skies. They are programmed to destroy you. You shoot at them, but if you shoot too quickly, your guns overheat and it's doomsday once again. The graphics are stunning, with each wave bringing a new variety of alien invader. Threshold by Warren Schwader and Ken Williams for the Apple II or II Plus, \$39.95 (disk), from Sierra On-line Inc., 36575 Mudge Ranch Rd., Coarsegold, CA 93614. (Also available for the Atari 400/800.)

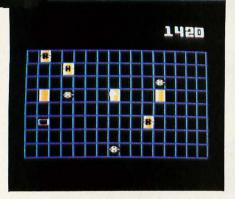


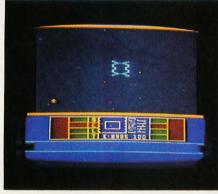
As Dakota Smith, adventurer, treasure hunter, you must locate the golden Mask of the Sun to halt the deterioration of your body brought on by a mysterious amulet. You begin your quest for this solid gold mask with a face-to-face meeting with Professor de Perez in the Aztec ruins of Mexico. This graphics adventure uses a special animation and graphics language to draw full-screen graphics quickly enough to give the illusion of movement: people walk toward you and your jeep cruises down a country road. The Mask of the Sun by Alan Clark, Larry Franks, and Christopher and Margaret Anson for the Apple II or II Plus, \$39.95 (disk), from Ultrasoft Inc., 24001 Southeast 103rd St., Issaquah, WA 98027.



You're in control of the strategic defense satellites of the United States and, looking through your viewfinder, you can see nuclear rockets being launched from the Soviet Union. Quickly, you must intercept the rockets and destroy all of the Soviet missile sites as well. But the missiles keep coming, and now even your satellites are under attack. A graphic arcade experience awaits. Laser Defense by Simon Smith for the TRS-80 Models I and III, \$18.95 (disk), from Med Systems Software, POB 2674, Chapel Hill, NC 27514.

COINLESS ARCADE







SPECIAL EFFECTS

As the game loads, a voice announces the title, Space Spartans. This is the first cartridge designed for use with the Intellivoice Voice Synthesis Module. Four voices are generated, but only two are used with regularity: the ship's computer and your central computer. The game is designed to be a reenactment of the Battle of Thermopylae in space. Because the voices provide vital information, the game isn't playable without the synthesis module. Space Spartans for Intellivision, \$45 (cartridge; Voice Module, \$80), from Mattel Electronics, 5150 Rosecrans Ave., Hawthorne, CA 90250.

Phasor Patrol is included when you purchase a Supercharger for your Atari VCS. (The Supercharger plugs into the cartridge slot on your machine and adds enough memory to give games increased action and more graphic detail. The games, available on cassette, load rapidly from any cassette player.) Phasor Patrol lets you use a sector map to warp hop from one section of the galaxy to another. The hyperdrive simulation is very impressive. Using the second screen, you locate enemy forces and use the torpedo sight to lock-in on your target. Scoring well in this game is a combination of skill and strategy. Phasor Patrol for the Atari VCS (video computer system), \$69.95 (cassette; includes the Supercharger), from Starpath Corp., 324 Martin Ave., Santa Clara, CA 95050.

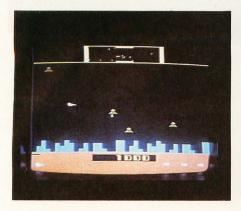


OLD FAVORITES

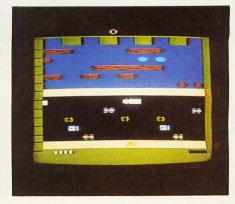
A graphics version of an old computer game, Utopia lets you rule your own island state. One or two players can compete by scoring points that reflect the overall wellbeing of the people you rule. By controlling agriculture, housing, education, the military, industry, and hospitals, you alone are responsible for the people. Just remember to keep an eye out for the rebels and pirate ships. **Utopia** for Intellivision, \$40 (cartridge), from Mattel Electronics, 5150 Rosecrans Ave., Hawthorne, CA 90250.



Although not a new entry, Tennis is a favorite here at BYTE. Not only is this game engaging, the winning feature is that the ball carries a shadow underneath it. Try it when you can't get outdoors for your exercise at the net. **Tennis** by Alan Miller for the Atari VCS, \$22.95 (cartridge), from Activision, Drawer 7286, Mountain View, CA 94042.







RE-CREATIONS

An implementation of one of the most successful arcade games, Defender is now available for you to play at home. You are the commander of a spaceship trying to blast the aliens from the skies and rescue the kidnapped humanoids before they are transformed into flying mutants. An excellent adaptation of the original. **Defender** for the Atari VCS, \$37.95 (cartridge), from Atari Inc., POB 427, Sunnyvale, CA 94086.

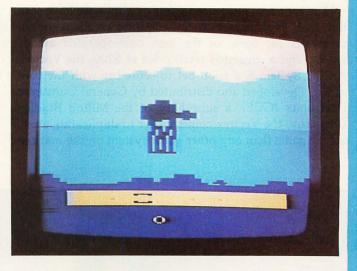
Another favorite of the commercial arcades is ready to challenge you at home. In Berzerk, you are trapped in an electronic maze, hounded by robots and the Evil Otto. Use the joystick to move through the maze and hit the button to fire your laser at the robots. Several playing options let you choose between armed and unarmed robots, characteristics for Otto, and the number of bonus lives available. Berzerk for the Atari VCS, \$31.95 (cartridge), from Atari Inc., POB 427, Sunnyvale, CA 94086.

One of the favorites for all ages, Frogger is a faithful implementation of the coin-operated video game with an extra bonus: an easy option that lets the frog stay on the moving log when it wraps around to the other side of the screen. Trying to get the poor frog to hop across the busy highway can be quite a trick. Frogger by Ed English for the Atari VCS, \$30 (cartridge), from Parker Brothers, POB 1012, Beverly, MA 01915.



NEW!

Pitfall Harry has three chances and 20 minutes to find gold and silver bars, money bags, and diamond rings. But on his way to discover all of these treasures, he must avoid crocodile-infested swamps, vicious cobras, disappearing tarpits, and deadly scorpions in the underground passage. One of the trickiest moves you have to learn is how to make Harry jump up and catch the swinging vine. Pitfall by David Crane for the Atari VCS, \$31.95 (cartridge), from Activision, Drawer 7286, Mountain View, CA 94042.



The Imperial Walkers are on the march, and you must use your fleet of Snowspeeders to destroy them before they reach the power generator on the ice planet Hoth. Using a joystick to manuever your craft, you fly over, around, and under the lumbering army of Walkers. Your battlefield is eight television-screens-wide, and the enemy will approach you in single file from left to right. When the lead Walker reaches the right end of your radar band, the power generator is a lost cause. A surprisingly strong entry for a first attempt in the video-game market. The Empire Strikes Back by Rex Bradford for the Atari VCS, \$30 (cartridge), from Parker Brothers, POB 1012, Beverly, MA 01915.

The Vectrex Arcade System

A VECTOR-DISPLAY GAME SYSTEM FOR \$200 BRINGS TRUE ARCADE ADVENTURES INTO THE HOME.

Pamela Clark Technical Editor

Here is one of the greatest game machines we have seen this year. With superb *vector* graphics, excellent sound, cartridges for some of the best coin-operated arcade games, and a suggested retail price of \$200, the Vectrex Arcade System is a good bet to score big with the consumer. Developed and distributed by General Consumer Electronics (GCE), a subsidiary of the Milton Bradley Company, the Vectrex comes closer to duplicating a real arcade game than any other game system on the market.

Because the Vectrex is a stand-alone system, you won't have to fight other people for use of the television set. Just take your Vectrex and plug it in wherever you have an electrical outlet. The system uses a Motorola 68A09 microprocessor chip in order to offer more speed and power than is available in most video games. You have a detachable control panel with a self-centering joystick and four buttons to play the games. You can plug in an additional optional control panel if you want to play



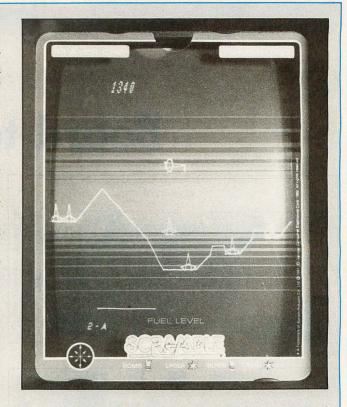


Games Available

GCE has obtained licensing rights and produced versions of the following coin-op arcade games: from Cinematronics Inc., Armor Attack, Space Wars, Star Hawk, Rip Off, and Solar Quest; from Konami Industry, Scramble; and from Stern Electronics Inc., Berzerk.

Several games have been developed in-house by GCE, including the Star Trek game, modeled after the movie; Mine Storm, the resident space game; Blitz, an action football game; Cosmic Chasm, a space action game; Clean Sweep, an action maze game; and Hyper Chase, an auto race adventure. In Clean Sweep, you try to clean up your bank after a burglary. The bank robbers, in trying to blow open the vault, have scattered money through the bank corridors. Use the joystick to move your vacuum cleaner through the maze, sucking up all of the loose money. But be careful, the robbers want the money too and will be trying to destroy you at every turn.

If you dream of being a formula-one race driver, then Hyper Chase is your game. The vector graphics are superb, as you use the controls to drive a grueling grand prix. All of these cartridges will retail for about \$30.



with a friend (or foe). The realistic sound, produced by a General Instrument AY38912 chip, includes music, explosions, and crowd cheers. And the display—well it almost has to be seen to be believed; imagine playing games at home (or in the office) using vector graphics with three-dimensional rotation and zoom.

Not only does this machine look and sound like its coin-operated counterparts, but it already has cartridges for seven of the more popular arcade games (see box).

One game, Mine Storm, was created by GCE and is resident in the 64K-byte ROM (read-only memory). GCE has also developed additional game cartridges, each with a screen overlay to provide color and detail to the 9-inch black-and-white display, and a complete player's reference manual. It is unusual and refreshing to see a product appearing on the market with its software ready to run. But enough of these words, just look at what it can do.







Board to Death

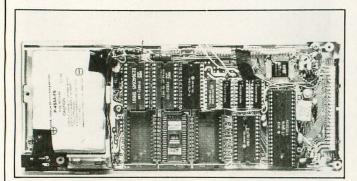


Photo 1: All sounds.

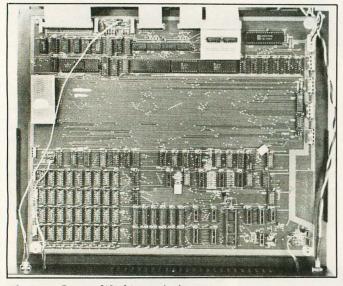


Photo 3: George Washington's diary.

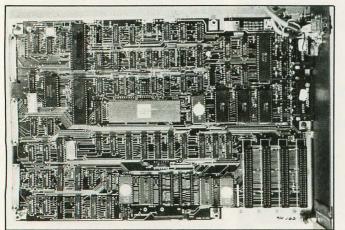


Photo 5: Five-star idea.

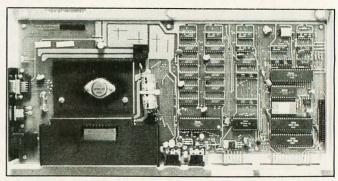


Photo 2: German obscenity.

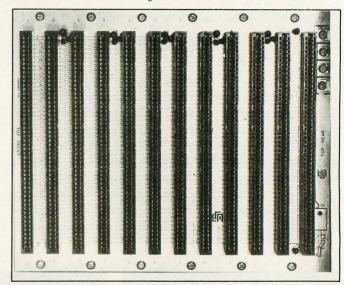


Photo 4: Gold rush state.

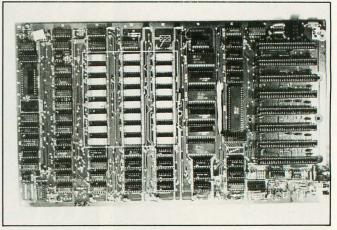


Photo 6: Born in a garage.

Test your hardware savvy. Presented here are 12 microcomputer system boards (sometimes referred to as mother-boards). See how many you can recognize using just the photos (if you are really good), or read the clues under each photo for help. You may turn to page 590 for the answers only out of desperation. Don't feel too bad if you can't guess them all. Steve Ciarcia got only 8 out of 12. . . . J. N. S.

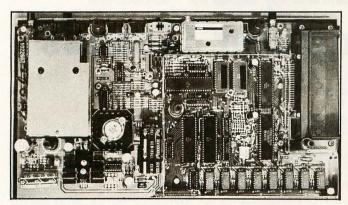


Photo 7: Tandy dandy.

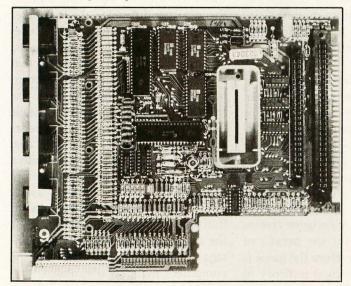


Photo 9: Go players beware.

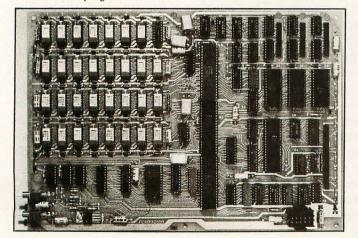


Photo 11: Control your car?

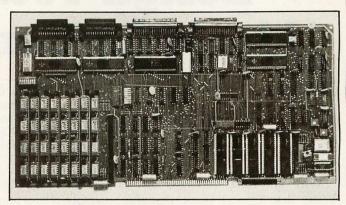


Photo 8: A very small motor.

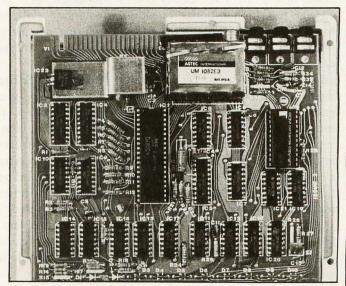


Photo 10: Surrogate promotion.

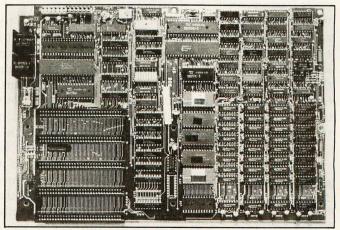


Photo 12: A little blue.

Design Techniques and Ideals for Computer Games

Chris Crawford
Atari Inc.
1265 Borregas Ave.
POB 427
Sunnyvale, CA 94086

Why are some computer games better than others? Game manufacturers and authors constantly try to answer this million-dollar question. Many factors contribute to the appeal of a computer game, including technical quality, graphics, sound, pace, game play, and action. Yet we cannot merely list the properties of a given game and expect the length of the list to tell us whether that game will be a success. Game design is an art form, and like any art form the individual components are less important than the manner in which they are put together, the overall technique.

All artists develop their own special techniques and ideals for the execution of their art. The painter worries about brushstrokes, mixing of paint, and texture; the musical composer learns procedures of orchestration, timing, and counterpoint. The game designer also acquires a variety of specialized skills, techniques, and ideals for the execution of the craft. In this article I will describe some of the techniques I use in my games. I don't understand my own art well enough to present my techniques in a hierar-

About the Author

Chris Crawford leads the Games Research Group at Atari. He has designed several microcomputer games and has written articles and books about computers and programming. chical or logical sequence; instead, I'll simply offer a potpourri of interesting ideas grouped under the concepts of balance, relationships, monotonicity (having a positive monotonic learning curve), and winnability.

Balancing Solitaire Games

A solitaire game pits the human player against the computer. The computer and the human are very different creatures: where human thought processes are diffuse, associative, and integrated, the machine's thought processes are direct, linear, and arithmetic. This difference causes a problem. A designer creates a computer game for the benefit of the human, and therefore the game is played in the intellectual territory of the human, rather than in the intellectual territory of the computer. The computer is thus at a natural disadvantage. Although the computer could easily whip the human in games involving computation, sorting, or similar functions, such games would be of little interest to the human player in most cases. The computer must play on the human's home turf, which it does with great difficulty. How, then, do we design a game to enable the computer to compete with and challenge the human? Four techniques are available: vast resources, artificial reckoning, limited information, and pace.

Vast Resources

In what is by far the most heavily used technique for balancing a game, the designer provides the computer with immense resources that it uses stupidly. These resources may consist of large numbers of opponents that operate with only the most rudimentary intelligence. Many games use this ploy: Space Invaders, Missile Command, Asteroids, Centipede, and Tempest, for example. It is also possible to equip the computer with a small number of opponents more powerful than the human player's units, such as the super-tanks in Battlezone. The effect in both cases is the same: the human player's advantage in intelligence is offset by the computer's material advantages.

The vast-resources technique has a number of benefits. First, the conflict between the human and the computer assumes a David-versus-Goliath air. Most people would rather win as an apparent underdog than as an equal. Second, this technique is the easiest to implement. Providing intelligence for the computer's players can be difficult, but making hordes of computer players repeat a single process takes little more than a simple loop. Of course, the ease of implementation carries a disadvantage: everybody can do it. We are knee-deep in such games. Laziness and lack of determination have far more to do with the prevalence of this technique than game-design considerations.

Artificial Reckoning

The obvious alternative to giving the computer player an advantage of sheer numbers is to provide it with intelligence adequate to meet the human player on equal terms. Unfortunately, artificial intelligence techniques are not understood well enough to be useful in this context. The development of tree-searching techniques allows us to produce passable chess, checkers, and Othello computer players. Any other game that can be expressed in direct treesearching terms can also be handled with these techniques. Very few games, however, are appropriate for this treatment.

An alternative is to develop ad hoc artificial intelligence routines for each game—the method I have used in Tanktics, Legionnaire, and Eastern Front 1941 with varying degrees of success. Although this strategy demands great effort from the game designer, the routines are so primitive that referring to them as artificial intelligence is misleading and almost arrogant. Instead, I use the less ambitious term artificial reckoning.

The first aim of any artificial reckoning system is to produce reasonable behavior. The computer should not drive its tanks over cliffs, crash spaceships into each other, or pause to rest directly in front of the human's guns. In other words, the artificial reckoning system must not allow obviously stupid moves. This requirement tempts us to list all possible stupid moves and write code that tests for each such stupid move and precludes it. This is the wrong way to handle the problem because the computer can demonstrate unanticipated creativity in the stupidity of its mistakes. A better (but more difficult) method is to create a more general algorithm that obviates the most absurd moves.

A second requirement of an artificial reckoning routine is unpredictability. The human player should never be able to second-guess the

behavior of the computer, for this would shatter the illusion of intelligence and make victory much easier. This second condition seems to contradict my first requirement of reasonable behavior because reasonable behavior follows patterns that should be predictable. We can resolve this apparent contradiction through a deeper understanding of the nature of interaction in a game. To arrive at such an understanding, we must combine three premises. First, a reaction to an opponent is in some ways a reflection of that opponent. A reasonable player tries to anticipate an opponent's moves by assessing the opponent's personality. Second, interac-

tiveness is a mutual reaction-both players attempt to anticipate each other's moves. Third, the level of interactiveness is a measure of the quality of the game. We can combine these three premises in an analogy. Think of a game in terms of two mirrors facing each other, with each player looking out from one mirror. A weakly interactive game is analogous to two mirrors almost aligned toward each other; each player can see and interact at one or two levels of reflection. An ideal, perfectly interactive game is analogous to two highly reflective mirrors aligned precisely toward each other; each of the two players recursively exchanges

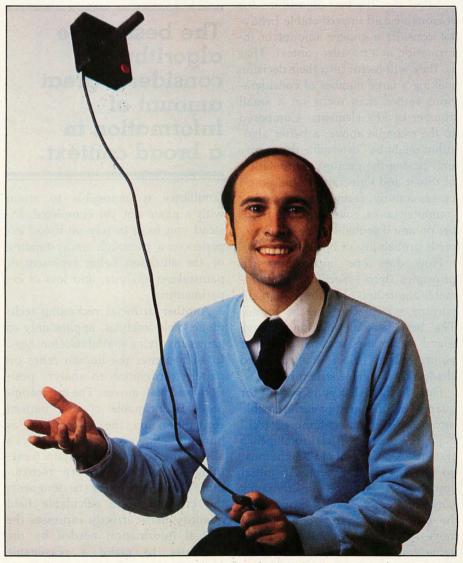


Photo 1: Chris Crawford, computer-game artist, uses a variety of design techniques to create new, stimulating games for the microcomputer.

Photo by Franklin L. Avery.

CHRIS CRAWFORD ON DESIGN

places in an endless tunnel of reflected anticipations. No matter how reasonable the behavior, the infinitely complex pattern of anticipation and counter-anticipation defies prediction. The pattern is reasonable vet unpredictable, and thus satisfies the requirements of artificial reckoning.

Experience has shown me that game algorithms are most predictable when they are particular, emphasizing a single element of the overall game gestalt. For example, in war games, algorithms such as "determine the closest enemy unit and fire at it" are particular and yield predictable behavior.

I find that the best algorithms for reasonable and unpredictable behavior consider a greater amount of information in a broader context. That is, they will factor into their decision making a large number of considerations rather than focus on a small number of key elements. Compared to the example above, a better algorithm might be "determine the enemy unit posing the greatest combination of threat and vulnerability (based on range, activity, facing, range to other computer tanks, cover, and sighting); fire on unit if probability of killing exceeds probability of being killed."

How does one implement such principles into specific, programmable algorithms? I doubt that an allpurpose system can ever be found. The best general solution I have found so far uses a combination of point systems, field analysis, and changes in the game structure.

First, I establish a point system for quantifying the merit of each possible move. This is a time-honored technique for many artificial intelligence systems. A great deal of thought must go into the point system. An initial complication is one of dynamic range: the designer must ensure that the probability that two accessible moves will each accumulate a point value equal to the maximum value allowed by the word size (8 bits) approaches zero. In other words, we

can't have two moves each getting a score of 255 points or we have no way of knowing which is truly the better move.

Another problem with the point system is the balancing of factors against each other. Suppose we have a tank game in which we know that climbing on top of a hill is good, but we also know that moving onto a road is good. Which is better? If a hilltop position is worth fifteen points, what should a road position be worth? Ten points? Twenty? You really need a deep familiarity with the play of the game to answer these questions. Unfortunately, such

The best game algorithms consider a great amount of information in a broad context.

familiarity is impossible to attain with a game not yet completed. Instead you have to rely on broad experience, a thorough understanding of the situation being represented, painstaking analysis, and lots of experimenting.

Another artificial reckoning technique, field analysis, applies only to games involving spatial relationships. In such games the human relies on pattern recognition to analyze positions and plan moves. The microcomputer is incapable of true pattern recognition on the same level as humans; however, field analysis allows the computer to attain something approaching pattern recognition. The key effort for the designer is the creation of a calculable field quantity that correctly expresses the critical information needed by the computer to make a reasonable move. For example, in several of my war games I've used safety and danger fields to tell a unit the level of risk in a given situation. Danger is calculated by dividing each enemy unit's strength by its range and summing the quotients of the different units; thus large or close units are very dangerous, and small or distant units are only slightly dangerous. A similar calculation with friendly units yields a safety factor. A unit decides whether to exhibit bold or timid behavior by comparing the danger and safety values at its position. Once this decision is made, the unit looks around and measures the net danger minus safety in each position it could move to. If the unit is feeling bold, it moves toward the danger; if it is feeling timid, it moves away. In this particular case. I find a vector field to be more informative than a scalar field: in some cases the scalar field is adequate. The vector field tells the magnitude and direction of danger; the scalar field tells only the magnitude. If the algorithm is intelligent enough to use the direction information, the vector field is more useful.

Coordinating the moves of the many units under computer control is a special dilemma. How is the computer to assure that the different units move in a coordinated way and that traffic jams don't develop? Usually the game designer's response is to use a sequential planning system coupled with a simple test to determine the position of other units. Thus, unit #1 moves first, then #2, followed by #3, with each one avoiding collisions. I can assure you from my own experience that this system serves only to replace collisions with the most frustrating traffic jams. A better method uses a virtual-move system in which each unit plans a virtual (hypothetical) move based on the virtual positions of all other units. Here's how it works: we begin with an array of real positions of all computer units. We create an array of virtual positions and initialize all virtual values to the real values. Then each unit plans its move, avoiding colli-

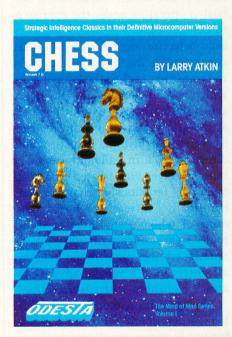
Explore the Frontiers of Intelligence



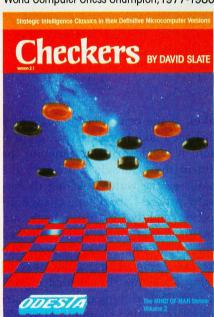
- Variations of blind-fold play—camouflaged or invisible pieces
- ◄ Invert board to play black on bottom
- ◆ Change pieces on board during game, or set up position
- ◆ Change between 15 levels of play, plus postal and mate-finder modes
- ◀ List played moves for each side
- ◀ Lines of force in: attacks and defenses on a square
- ◀ Lines of force out: squares attacked and defended
- ◆ Chess suggests a move
- Evaluation of a position
- Return to board or switch to command menu
- ◆ Take back a move (repeatable)
- ◄ Play move suggested by look-ahead search
- ◆ Chess plays neither side
- Switch sides
- ◆ Chess plays against itself—one level against another
- Replay through most advanced position

- Leave program
- Save, get, and delete games to and from disk
 All features self-documented; all choices cursor-controlled
 Screen shows "outward" and "look" features being used

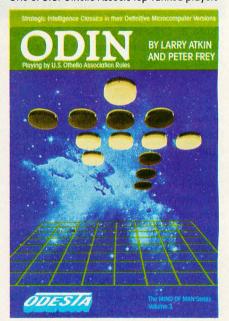
THE PEOPLE BEHIND THE PROGRAMS:



Larry Atkin & David Slate: Authors of the Northwestern University Chess 4.7 program— World Computer Chess Champion, 1977-1980

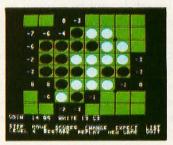


Peter Frey: Northwestern University professor Editor: Chess Skill in Man and Machine One of U.S. Othello Assoc's top-ranked players

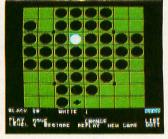




Black to move and win (From Checkers documentation)



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For Apple II, Apple II Plus 48K disk systems, and Atari 48K disk systems. Odin is also available for TRS-80 Model 1 & 3 32K disk systems.

CHRIS CRAWFORD ON DESIGN



Photo 2: Legionnaire, a recently released war game about Caesar and the barbarian hordes, is a good example of a refined attack algorithm. Chris tried several strategies before the single advance-to-attack algorithm emerged.

sions with the virtual positions. After the unit plans its move, the planned final position is put into the virtual array. Other units then plan their moves. After all units plan one virtual move, the process repeats, with each unit planning its move on the basis of the interim virtual-move array. This huge outer loop should be convergent: after a sufficient number of iterations the routine terminates and the virtual positions form the basis of the moves made by the computer's units. This technique is useful for coordinating the moves of many units and preventing traffic jams.

Another technique for achieving reasonable and unpredictable algorithms is so simple that it seems like cheating: change the game. If a crucial element of the game is not tractable with artificial reckoning, remove it. If you can't find a good way to use a feature, you really have no choice but to delete it. For example, while designing Tanktics, I encountered a problem with certain

lakes. If the computer approached a U-shaped lake from the wrong direction, it would drive its tanks to the end of the peninsula formed by the lake, see the water blocking its forward progress, back up, change direction slightly, and drive back into the peninsula, only to be blocked again by the lake. The U-shaped lake created a trap for my artificial reckoning algorithm. I expended a great deal of time working on a smarter artificial reckoning routine that would not be trapped by such lakes and yet would retain desirable economies of motion. After much wasted effort I discovered a better solution: delete U-shaped lakes from the map. Ideally, the experienced game designer has enough intuitive feel for algorithms to sense game factors that are intractable and avoid them during the design stages of the game. However, most of us must discover these things the hard way and retrace our steps to modify the design.

No matter how good an algorithm

is, its applicability is limited. The odds are that a specific algorithm will work best under a narrow range of conditions. To be truly interesting, a good game design must offer a broad range of conditions. Thus with many games the designer must create a number of algorithms and switch from one to another as conditions change. The transition from one algorithm to another is fraught with peril; if you don't maintain continuity across the transition, the computer units may exhibit highly unreasonable behavior patterns. I well remember a frustrating algorithm transition in Legionnaire. The computer barbarians were controlled by three algorithms that caused them to either run for safety, approach to contact, or attack. Under certain conditions a barbarian operating under the approachto-contact algorithm would decide on bold behavior, dash forward to make contact with the human, and make the transition to the attack algorithm. which would declare an attack unsafe. The barbarian would thus balk at the attack and convert to the runfor-safety algorithm, which would direct it to turn tail and run. The human player was treated to a spectacle of ferociously charging and frantically retreating barbarians, none of whom ever bothered to actually fight. I eventually gave up and redesigned the algorithms, merging all three into a single advance-toattack algorithm with no transitions.

The artificial reckoning techniques I have described so far are designed for use in games involving spatial relationships. Many games are nonspatial and require other reckoning techniques. A common type of nonspatial game is a complex system simulation, often involving coupled differential equations. Lunar Lander, Hammurabi, Energy Czar, and Scram are examples of this type of game. In such games the primary problem facing the designer is not so much to defeat the human as to accurately model system behavior. I advise the game designer to be particularly

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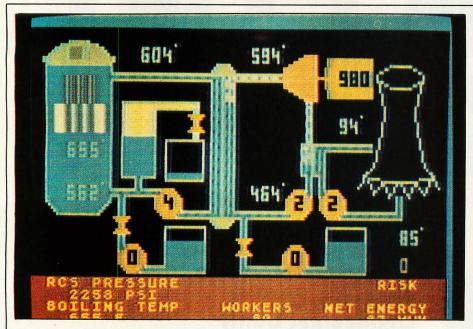


Photo 3: Scram is a nuclear-power-plant simulation that uses coupled differential equations to model complex behavior. Photo by Franklin L. Avery.

careful with games involving large systems of coupled differential equations. Hammurabi uses three coupled first-order differential equations, and most programmers find that number easy to manage. But the complexity of the problem rises very steeply with the number of differential equations used. Energy Czar used the fantastic sum of 48 differential equations, a feat made believable only by the fact that many constraints were imposed on them. In general, be wary of more than four coupled differential equations. If you must use numerous differential equations, try to use parallel equations in which the same fundamental equation is applied to each element of an array of values.

Each differential equation should have a damping factor that must be empirically adjusted:

$$new\ value = old\ value + \frac{driving\ factor}{damping\ factor}$$

A small damping factor produces lively simulated systems that bounce around wildly. A large damping factor yields sluggish systems that change slowly. Unfortunately, recourse to simple damping factors can backfire when a relationship of

negative feedback exists between the new value and the driving force. In this case, a large damping factor inhibits the negative feedback, and one of the variables changes erratically. The behavior of systems of differential equations is complex; I suggest that designers interested in these problems familiarize themselves with the mathematics of overdamped, underdamped, and critically damped oscillatory systems. For more general information on solving systems of differential equations, any good textbook on numerical analysis will serve as a useful guide.

The application of all these methods may well produce a game with some intelligence, but your expectations should not be too high. Even great effort is not enough to produce truly intelligent play. To date, none of my three attempts play with adequate intelligence to tackle a human player on equal terms. Indeed, they still need force ratios of at least 2 to 1 to stand up to the human player.

Limited Information

Another way to make up for the computer's lack of intelligence is to

limit the amount of information available to the human player. If the human does not have the information to process, he cannot apply his superior processing power to the problem. Applying this technique to excess can reduce the game to one of chance. Used with discretion, however, limited information can equalize the odds between the player and the computer. If the information is withheld in a reasonable context (e.g., the player must send out scouts), the restrictions on information not only seem natural, but they add to the realism and excitement of the game.

Game designers often overlook or misunderstand the value of limited information. Limited information can tickle the imagination of the player by suggesting details without actually confirming them. You must artfully choose the limitations on the information, however. Randomly assigned gaps are confusing and frustrating rather than tantalizing.

Pace

Controlling the pace of the game provides another way to even the balance between human and computer. The human may be smart, but the computer is much faster at performing simple computations. If the pace is fast enough, human players will not have enough time to apply their superior processing skills and will be befuddled. This is a very easy technique to apply, so it comes as no surprise that many designers of skill and action games use it heavily.

These four techniques—vast resources, artificial reckoning, limited information, and pace-are never used in isolation; every game uses some combination of the four. Most games rely primarily on pace and vast resources for balance, with very little artificial reckoning or limited information. The reason for this emphasis is simple: pace and vast resources are easy to implement, while artificial reckoning and limited information are more difficult. Economy of effort

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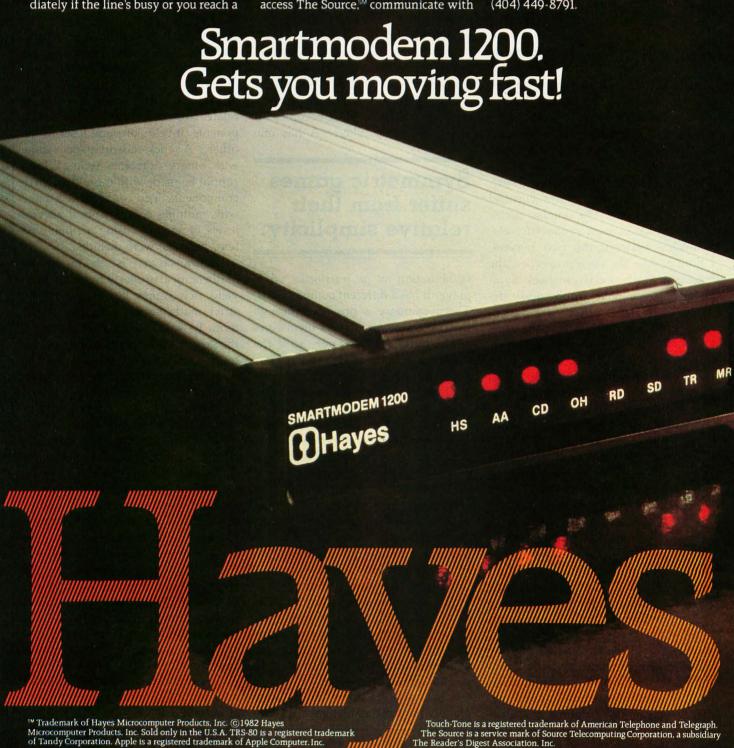
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CHRIS CRAWFORD ON DESIGN

is no longer justifiable in the lucrative market for games. There's no reason why a game could not incorporate all four techniques: indeed, this should make the game all the more successful, for by using small amounts of each method, the game need not strain the limitations of any one method. The designer must decide the appropriate balance of each for the goals of the particular game.

Relationships Between Opponents

The concepts I've discussed so far apply primarily to computer games. Now let's consider some general game theory. Every game establishes a relationship between opponents that each player strives to exploit to maximum advantage. The fundamental architecture of this relationship, symmetric or asymmetric, plays a central role in the game. The simplest architecture establishes a symmetric relationship between the two players. Both possess the same properties, the same strengths and weaknesses. Symmetric games have an obviously desirable feature: they are automatically balanced. Because the same processes are applied to each player, symmetric computer games tend to be easier to program. Finally, these games are easier to learn and understand. Examples of symmetric games include Combat for the Atari 2600, Basketball, and Dog Daze.

Symmetric games suffer from a variety of weaknesses, the greatest of which is their relative simplicity. Any strategy that promises to be truly effective can and will be used by both sides simultaneously. In such a case, success derives not from planning but from execution. Alternatively, success in the game turns on very fine details. Chess provides an example: an advantage of but a single pawn can be parlayed into a victory.

Because of the weaknesses of symmetric games, many game designers attempt to establish an asymmetric relationship between the opponents. Each player has a unique combination of advantages and disadvantages. The game designer must somehow balance the advantages so that both sides have the same likelihood of victory, given equal levels of skill. The simplest way of doing this is with plastic asymmetry. Games incorporating this relationship are formally symmetric, but the players select initial traits according to some set of restrictions. For example, in the board game Wizard's Quest the players have the same number of territories at the beginning of the game, but they choose their territories in sequence. Thus, what was initially a symmetric relationship (each player is entitled to n territories) becomes an asymmetric one (player A has one

Symmetric games suffer from their relative simplicity.

combination of n territories while player B has a different combination). The asymmetry is provided through the choices of the players themselves at the outset of the game, so if the results are imbalanced, the players are responsible.

Other games have a more explicitly asymmetric relationship. Almost all solitaire computer games establish an asymmetric relationship between the computer player and the human player because the computer cannot hope to compete with the human in matters of intelligence. Thus, the designer gives resources to the human player allowing the use of his or her superior planning power, while the computer gets resources that compensate for its lack of intelligence.

The advantage of asymmetric games lies in the ability to build nontransitive or triangular relationships into the game. Nontransivity is a welldefined mathematical property. In this context, it is best illustrated with the rock-scissors-paper game. Two players play this game; each secretly

selects one of the three pieces: they simultaneously announce and compare their choices. If both make the same choice the result is a draw and the game is repeated. If they make different choices, then rock breaks scissors, scissors cut paper, and paper enfolds rock. This relationship, in which each component can defeat one other and can be defeated by one other, is a nontransitive relationship; the fact that rock beats scissors and scissors beat paper does not mean that rock beats paper. This particular nontransitive relationship only produces clean results with three components so that each component relates to only two other components: it beats one and loses to the other. A rock-scissors-paper game with binary outcomes (win or lose) cannot be made with more than three components. You could make a game with multiple components if several levels of victory (using a point system, perhaps) were included.

Nontransitivity is an interesting mathematical property but it does not yield rich games if we hew to the strict mathematical meaning of the term. Its value to game design lies in the generalization of the principle into less well-defined areas. I use the term "triangular" to describe such asymmetric relationships that extend the concepts of nontransitivity beyond its formal definition.

A simple example of a triangular relationship appears in the game Battlezone. When a saucer appears, the player can pursue the saucer instead of an enemy tank. In such a case, there are three components: player, saucer, and enemy tank. The player pursues the saucer (side one of the triangle) and is pursued by the enemy tank (side two). The third side of the triangle (saucer to enemy tank) is not directly meaningful to the human—the computer maneuvers the saucer to entice the human into a poor position. This example is easy to understand because the triangularity assumes a spatial form as well as a structural one.



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Photo 4: Eastern Front 1941 is a World War II game whose design incorporates one major trick. Once you learn the trick, mastery of the game becomes possible.

Triangularity is most often implemented with mixed offensive-defensive relationships. In any conflict game, players must make offensive and defensive actions. Some games concentrate the bulk of a certain activity on one side, making one player the attacker and the other player the defender. This game design is risky, for some people do not enjoy playing a single role, especially that of defender, throughout an entire game. After all, the defender can only lose status and never gain any. Much more entertaining are games that mix offensive and defensive strategies for each player. This way, each player gets to attack and to defend. What is more important, players can trade off defensive needs against offensive opportunities. Triangular relationships automatically spring from such situations.

The essential value of triangularity lies in its indirection. A binary relationship makes direct conflict unavoidable; the antagonists must approach and attack each other through direct means. These direct approaches are obvious and expected

and such games often degenerate into tedious exercises following a narrow script. A triangular relationship allows each player indirect methods of approach. The indirect approach always creates a far richer and subtler interaction.

Positive Monotonic Curve

An important trait of any game is a positive monotonic curve of results as a function of effort. Although my lumbering expression of the idea sounds imposing, its meaning is far simpler: as players work with a game, their scores should reflect steady improvement. Beginners should be able to make some progress, intermediate people should get intermediate scores, and experienced players should get high scores. If I were to make a graph of a typical player's score as a function of time spent with the game, that graph should show a curve sloping smoothly and steadily upward. I describe such a game as having a positive monotonic curve.

A variety of learning curves can arise. A game that has a relatively flat curve is hard to learn. If the curve is

steep, the game is easy to learn. If the curve has a sharp jump in it, apparently there is just one trick to the game, mastery of which guarantees mastery of the game. (Eastern Front 1941 is a good example of such a game.) If the game has many sharp jumps, we say that there are many tricks. In all cases, the most desirable trait is a positive monotonic learning curve.

The designer works a positive monotonic curve into a game by providing a smooth progression from the beginner's level to an expert level. To do this, the game designer must create not one game but a series of related games. Each game must be intrinsically interesting and challenging to the level of player for which it is targeted. Ideally, the progression is automatic; players start at the beginner's level and the advanced features are brought in as the computer recognizes proficient play. More commonly, players must declare the level at which they desire to play.

Games without a positive monotonic curve frustrate players by failing to provide them with reasonable opportunities for bettering their scores. Players feel that the game is either too hard or too easy. Positive monotonic games challenge players at all levels and encourage continued play by offering the prospect of new discoveries. Tempest is an excellent example of such a game.

The Illusion of Winnability

An important trait of any game is the illusion of winnability. If a game is to provide a continuing challenge to players, it must also provide a continuing motivation to play. The game must appear to be winnable to all players, beginners and experts, but it must never be truly winnable or it will lose its appeal. This illusion is very difficult to maintain. Some games maintain it for the expert but never achieve it for the beginner; these games intimidate all but the most determined players. The most successful game in this respect is Pac-

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Man, which appears winnable to most players, yet is never quite winnable. Tempest, on the other hand, intimidates many beginners because it appears to be unwinnable.

The simplicity or cleanliness of the game is the most important factor in creating the illusion of winnability. A dirty game intimidates its beginners with an excess of details. Many beginners never overcome the inhibiting suspicion that somewhere in the game lurks a "gotcha," some complicating detail or hidden factor that they haven't yet discovered. By contrast, a clean game encourages all players to experiment with the game as it appears.

Another key factor in maintaining the illusion of winnability arises from a careful analysis of the source of player failure. In every game the players are expected to fail often. What trips up the players? If they believe their failure is caused by some flaw in the game or its controls, players become frustrated and angry with what they rightly judge to be an unfair and unwinnable situation. If players perceive their failure to be a result of their own limitations and decide that winning the game requires superhuman performance, they reject the game as unfair and unwinnable. But if players perceive failures to be attributable to correctable errors on their own part, then they believe the game to be winnable and play on in an effort to master the game.

Summary

In this article I have described a number of design factors and ideas that I have used in developing several games. These should not be used in grab-bag fashion, for taken together they constitute the elusive element we call technique. Technique is part of an artist's signature, as important as theme. When we listen to Beethoven's majestic Fifth Symphony, the rapturous Sixth, or the ecstatic Ninth, we recognize in all the identifying stamp of Beethoven's masterful technique. If you would be a computer game designer, you must establish and develop your own technique.

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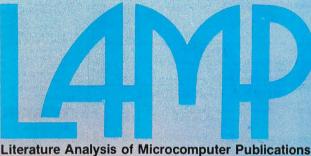
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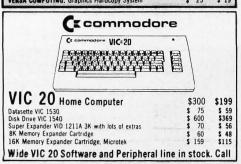
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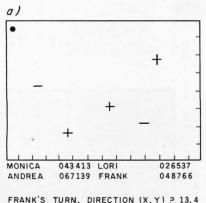
One long, cold winter evening when I was in need of some amusement I decided to write a computer program to simulate the trajectory of a free electron through a sparse lattice of stationary ions. I placed symbols for positive and negative ions on the screen and assigned an initial speed and direction to an electron originating in the upper left corner of the field. As the electrons began to fly across the screen, my family clamored for a chance to play what looked like a game to them. I did some additional work on the program and Charge! came into being.

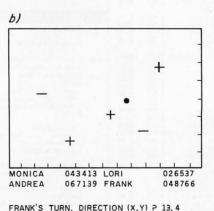
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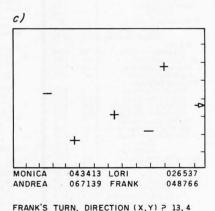
The object of Charge! is to give a direction to an electron launched from the upper left corner of the playing field that will cause it to travel to the lower right corner of the field. You specify the direction by entering an x,y coordinate pair that corresponds to the point you would

like to hit. But there's a catch. For each round of the game, a random-number generator places ions on the screen that, depending on their charge (positive or negative), exert a push or pull on the electron. (See figure 1.) The influence of these ions alters the trajectory in ways that become more predictable as your experience with the game increases. When the electron impacts the border of the field, your score is the product of the *x* and *y* coordinates of that point. The closer your electron comes to the lower right corner, the higher your score. (I have kept the Applesoft screen-coordinate system, where the coordinates for the upper left corner are 0,0 and those for the lower right corner are 279,159.)

Although solitary play is possible, the game is more interesting as a competition for two to four players. Five different playing fields are displayed and each player is given a turn on each. To keep any one player from gaining an advantage, the computer varies the order of







13, 4

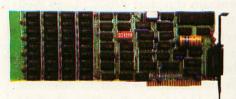
- NEGATIVE ION

ELECTRON
 POSITIVE ION

-> POINT OF IMPACT

Figure 1: The electron is launched and proceeds according to the direction specified by the player. Its path is influenced by the pull and push of the ions, and the final point of impact is marked with an arrow.

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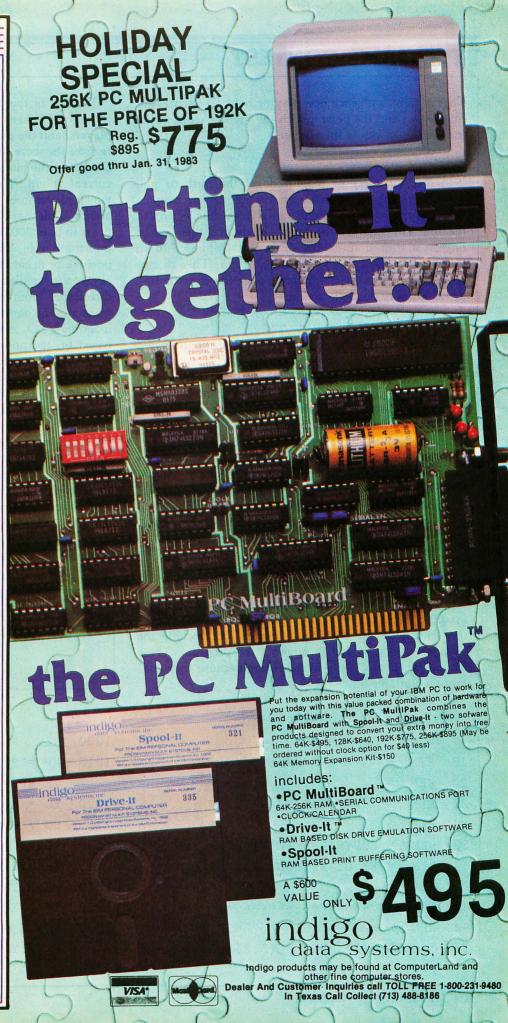
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players' turns with each new playing field. The scores are cumulative and the person with the highest score at the end of five rounds is the winner.

Law of Motion

In life, the force or magnitude of the push or pull exerted upon an electron by an ion is inversely proportional to the square of the distance from the electron to the ion. For Charge!, however, I adapted this law of physics and used an inverse-distance (as opposed to an inverse-distance-squared) force algorithm. This change gives distant ions more influence over the electron and provides more dynamic action.

The Program

The primary features of Charge! are in straightforward BASIC and could be converted easily for use with other computers, including those with only low-resolution graphics (see listing 1). Some embellishments incorporated in the program take advantage of the Apple's unique characteristics, but these features could be deleted without significantly altering the game. For example, lines 8000 through 8180 contain a subroutine that causes the scores to be clicked up in pinball-machine fashion, complete with sound effects. A simple print statement could replace the entire routine. Another embellishment appears in the title display (lines 6030 through 6190). When the program starts, a flashing marquee appears on the screen, followed by a musical fanfare (generated by the subroutine in lines 9000 through 9290), and finally the title and the copyright notice are displayed. The fanfare is also played at the end of each game. (See listing 2 for an assembly-language version of the fanfare routine.) Further enhancements that could be left out include the sound effects sprinkled throughout the program. These can be recognized easily in the listing because they contain the variable SS.

Listing 1: The BASIC program for Charge!

10	REM	*>	***	***	****	****	****	**
2 Ø	REM	*						*
30	REM	*		(CHAR	GE!		*
40	REM	*						*
5Ø	REM	*	CO	PYR	IGHT	(C)	1982	*
6Ø	REM	*	BY	C.	ANTH	HONY	RAY	*
7Ø	REM	*						*
8Ø	REM	**	***	k****	*****	estestest	****	**
90	REM							
100	GOSI	JB	60	LØ:	DIM	SG(5,2):	GOTO
	7010)						

The rest of the program is regular BASIC. Lines 7000 through 7170 keep track of the skill level, the number of players, and the players' names. Lines 4000 through 4140 register the score for each player, the number of electrons fired, and the number of people who have played in the current round. This information is used to determine which player goes next. The routine that draws the field and the scale markings and places the ions on the field appears in lines 2000 through 2170 and uses the shape table information in listing 3. This section also assigns a positive or negative value to each ion. Movement of the electron is handled in lines 1000 through 1090. Using the directional input provided by the player, the program translates the pair of coordinates into a velocity vector of magnitude SO. A new velocity vector is then computed based on the position and charge of each of the ions. Lines 3000 through 3050 contain the impact sequence. If the electron has gone outside the field, its position vector is set to the nearest field position, and an arrow is drawn indicating the point of impact. This position determines the player's score. The ending sequence for the game is provided in lines 5000 through 5150. The primary function of this sequence is to determine if another game is requested and, depending on that determination, either exit or set the parameters for the new game.

Charge! is a game that can be enjoyed by players of all ages. My engineering friends find it to be a challenge to their professional vanity and yet the game is simple enough that my 4-year-old daughter is an enthusiastic player.

The author has offered to make copies of his program available to BYTE readers for \$8. Send a blank disk and a self-addressed stamped envelope to:

C. Anthony Ray 39 Carriage Place Urbana, IL 61801

```
1000
           * CHARGE MOVE ROUTINE *
1010
      HP = SQR(XO * XO + YO * YO):
      IF HP = \emptyset THEN HP = 1
1020
      XO = XO * SØ / HP:YO = YO *
      SØ / HP
1030
      FOR I = OE TO FV: IM = PEEK
      (SS):IM = PEEK(SS):NEXT
1040
      DRAW TR AT XP, YP
1Ø5Ø
      XN = XO:YN = YO
1060
      FOR I = ZE TO SL:X = SG(I, ZE)
      - XP:Y = SG(I,OE) - YP:HP =
```

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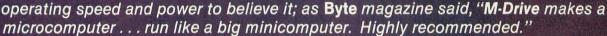
Listing 1 continued:				
Listing I	X * X + Y * Y:XN = XN - CG *		TO 50; IM = PEEK (SS) - PEEK	
7.74	$SG(I,TW) \times X / HP:YN = YN -$		(SS): NEXT	
	CG * SG(I,TW) * Y / HP: NEXT	4000	REM * SCOREKEEPING & WHOSE	
1070	XDRAW TR AT XP,YP:XP = XP +		TURN *	
1979	XN:YP = YP + YN	4Ø1Ø	FOR I = OE TO HM	
1/10/1		4020	IF I = MC THEN $S(I) = S(I) +$	
1080	IF XP < ZE OR XP > TN OR YP <		INT(XP * YP)	
	ZE OR YP > O9 THEN GOTO 3010	4Ø3Ø	NEXT	
1000		4040	IF INT(XP $*$ YP) = \emptyset THEN	
1090	XDRAW TR AT XP,YP: GOTO 1060		PRINT : GOTO 4070	
2000	REM * DRAWS IONS *	4Ø5Ø	GOSUB 8Ø1Ø	
2010	HGR : SCALE = OE: ROT = ZE	4060	HOME	
2Ø2Ø	HPLOT ZE, ZE TO 279, ZE TO 279,	4Ø7Ø	C = C + 1	
2020	159 TO ZE,159 TO ZE,ZE	4Ø8Ø	IF C = FV * HM GOTO $5\emptyset1\emptyset$	
2Ø3Ø	FOR I = OE TO 13: HPLOT 20 *	4090	IF M = HM THEN IF H = HM THEN	
2010	I,157 TO 20 * I,159: NEXT		H = OE: M = OE: MC = OE: GOSUB	
2Ø4Ø	FOR I = OE TO 7: HPLOT 277,		2Ø1Ø:GOTO 715Ø	
2050	2Ø * I TO 279,2Ø * I: NEXT	4100	IF $H = HM$ THEN $M = M + OE$: MC	
2050	HC = FV:SP = TW		= M: H = OE: GOSUB 2010: GOTO	
2060	PO = -OE: PI = OE		715Ø	
2070	FOR I = OE TO SL	4110	MC = MC + 1	
2Ø8Ø	SG(I,ZE) = 2 * INT (125 * RND)	4120	H = H + 1	
2Ø9Ø	(1)) + 15 SG(I,OE) = 2 * INT (65 * RND)	413Ø	IF MC > HM THEN MC = 1	
2090	(1)) + 14	4140	GOTO 715Ø	
2100	SG(I,TW) = -PI	5 Ø ØØ	REM * ENDING SEQUENCE *	
2110	PI = PI * PO	5Ø1Ø	POKE 34,∅	
2120		5Ø2Ø	HTAB 1: VTAB 24: GOSUB 9Ø6Ø:	
2130	HC = HC - PI:SP = SP + PI HCOLOR = HC		PRINT "ANOTHER GAME? (Y/N)";	
2140	DRAW SP AT SG(I,ZE),SG(I,OE)	5Ø3Ø	GET Y\$: IF Y\$ < > "Y" THEN	
2150	NEXT		GOTO 515Ø	
2160	HCOLOR = 7	5Ø4Ø	$H = 1: M = 1: MC = 1: C = \emptyset$	
2170	RETURN	5Ø5Ø	FOR $I = OE$ TO $HM:S(I) = ZE$:	
3000	REM * IMPACT SEQUENCE *		NEXT	
3Ø1Ø	IF XP > 279 THEN XP = 279: ROT =	5Ø6Ø	VTAB 21: HTAB 1: PRINT SPC(
3010	48	F 0 7 0	80)	
3Ø2Ø	IF YP > 159 THEN YP = 159; ROT =	5070	HOME	
	Ø	5Ø8Ø	VTAB 24: HTAB 1: PRINT "SAME	
3Ø3Ø	IF XP < Ø THEN XP = Ø: ROT =		SKILL LEVEL? (Y/N) ";: GET Y\$	
	16	5Ø9Ø	IF Y\$ < > "Y" THEN HOME:	
3Ø4Ø	IF YP < Ø THEN YP = Ø; ROT =	JYJY	VTAB 24: HTAB 1: INPUT "SKILL	
	32		LEVEL (1-5) ? "; SL	
3Ø5Ø	DRAW FR AT XP, YP: FOR I = OE		Listing 1 continued on page 118	

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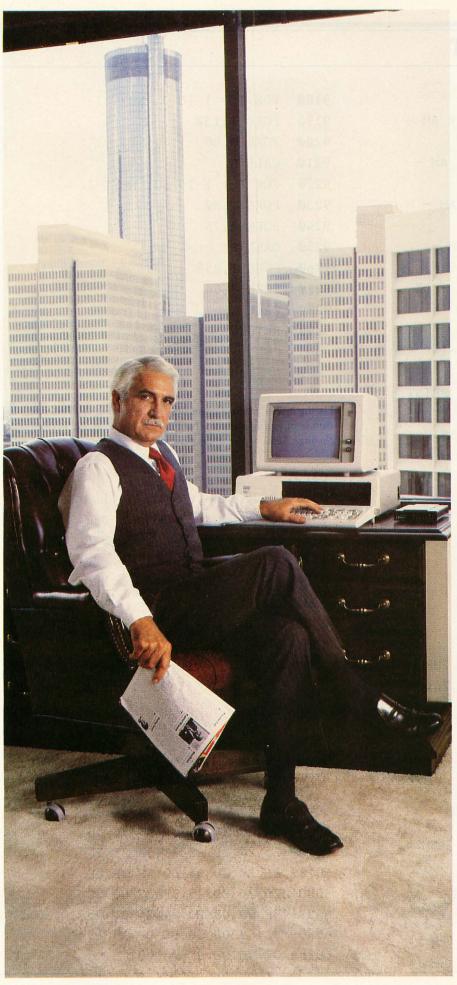
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Listing 1 continued:					
51 Ø Ø	IF SL < OE OR SL > FV GOTO		C. ANTHONY RAY";		
	5Ø9Ø	618Ø	FOR I = 1 TO 1500 : NEXT I		
511Ø	HOME	619Ø	RETURN		
512Ø	VTAB 24: HTAB 1: PRINT "SAME	7ØØØ	REM * START INFO *		
	PLAYERS? (Y/N) ";: GET Y\$	7Ø1Ø	HOME : HGR		
513Ø	IF Y = "Y"$ THEN $C = \emptyset$: GOSUB	7Ø2Ø	VTAB 22: INPUT "SKILL LEVEL		
	2Ø1Ø: GOTO 71 4Ø		(1-5) > "; SL		
514Ø	GOTO 7040	7Ø3Ø	IF SL < 1 OR SL > 5 THEN 7010		
515Ø	HOME: TEXT: END	7Ø4Ø	GOSUB 2Ø1Ø		
6 Ø ØØ	REM * HEADING *	7Ø5Ø	HOME : VTAB 22: INPUT "HOW		
6Ø1Ø	PRINT CHR\$(4)"BLOAD CHARGE		MANY PLAYERS? ";HM		
	SHAPES": POKE 232, Ø: POKE	7Ø6Ø	H = 1: M = 1: MC = 1		
	233,96	7Ø7Ø	IF HM < 1 OR HM > 4 THEN GOTO		
6Ø2Ø	ZE = \emptyset : OE = 1: TW = 2: C = \emptyset :		7Ø5Ø		
	TR = 3: FR = 4: FV = 5: $S\emptyset + 1\emptyset$:	7Ø8Ø	FOR $I = 1$ TO HM		
	CG = 25: $SS = -16336$: $TN = 279$:	7Ø9Ø	HOME : VTAB 22: INPUT "WHAT'S		
	09 = 159		YOUR NAME? "; NAME\$(I)		
6Ø3Ø	TEXT	7100	PRINT "HI, "; NAME\$(I)		
6Ø4Ø	FLASH	711Ø	FOR $J = 1$ TO 500 : NEXT J		
6Ø5Ø	PRINT "************	712Ø	HOME		
	********	713Ø	NEXT I		
6Ø6Ø	FOR I = OE TO 21: PRINT "*"	714Ø	VTAB 21:HTAB 1: PRINT NAME		
	;: HTAB 39: PRINT "*": NEXT		\$(1): IF HM > 1 THEN VTAB 21:		
6Ø7Ø	PRINT "************		HTAB 20: PRINT NAME\$(2); IF		
	**********		HM > 2 THEN VTAB 22: HTAB 1:		
6Ø8Ø	NORMAL		PRINT NAME\$(3): IF HM > 3 THEN		
6 Ø 9 Ø	GOSUB 9010		VTAB 22: HTAB 20: PRINT NAME\$		
6100	VTAB 3: HTAB 14: PRINT "		(4)		
	;	715Ø	XP = 7: YP = 7: POKE 34,23		
611Ø	FOR I = OE TO TR: VTAB TR + I:	716Ø	VTAB 24: HTAB 1: PRINT NAME		
	HTAB 14: PRINT "!		\$(MC);"'S TURN. DIRECTION (X		
	!";: NEXT		,Y) ";		
612Ø	VTAB 7: HTAB 14: PRINT "	717Ø	INPUT XO, YO: GOTO 1010		
	;	8 Ø ØØ	REM * TICKS UP SCORE *		
6130	VTAB 5; HTAB 17: PRINT "CHARGE!";	8Ø1Ø	IF MC = 1 THEN HT = $12:VT =$		
614Ø	VTAB 10: HTAB 12: PRINT "A		21		
	GAME FOR UP TO";	8 Ø 2 Ø	IF MC = 2 THEN HT = $32:VT =$		
615Ø	VTAB 12: HTAB 14: PRINT "FOUR		21		
	PLAYERS";	8Ø3Ø	IF MC = 3 THEN HT = 12:VT =		
616Ø	VTAB 16: HTAB 11: PRINT "CO	04.5	22		
6170	PYRIGHT (C) 1982"; VTAB 18: HTAB 11: PRINT "BY	8Ø4Ø	IF MC = 4 THEN HT = 32:VT =		
01/0	VIAD 10. HIAD II. FRINI DI		22 Listing 1 continued on page 120		



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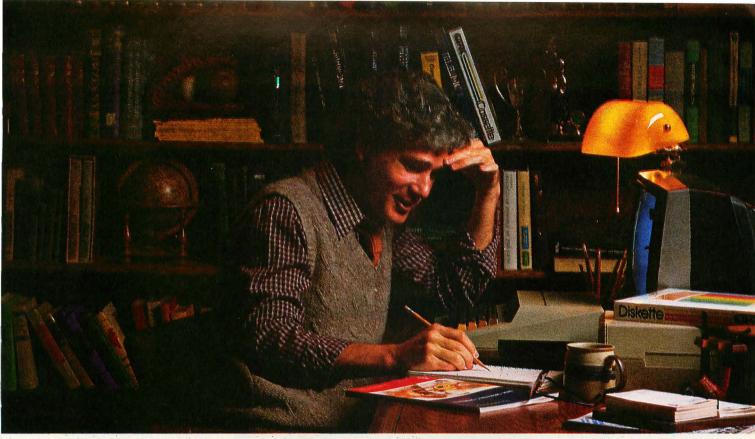


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DIIL	GILLE CONTEST	
Listing 1	continued:	
8Ø5Ø	AM = S(MC)	918Ø FOR I = 1 TO 3: NEXT I
8 ø 6ø	D%(1) = AM/100000:AM = AM -	919Ø POKE 1,13Ø
	D%(1) * 1ØØØØØ	9200 POKE 0,66
8 ø 7ø	$D\%(2) = AM/1\emptyset\emptyset\emptyset\emptyset: AM = AM -$	921Ø CALL S
	$D\%(2) \times 10000$	922Ø FOR I + 1 TO 3Ø: NEXT I
8Ø8Ø	$D\%(3) = AM/1\emptyset\emptyset\emptyset:AM = AM -$	923Ø POKE 1,5Ø
	D%(3) * 1ØØØ	924Ø POKE Ø,75
8 ø 9 ø	D%(4) = AM/100:AM = AM -	925Ø CALL S
	D%(4) * 1ØØ	926Ø POKE 1,255
8100	$D\%(5) = AM/1\emptyset:AM = AM - D\%$	9270 POKE 0,66
	(5) * 10	928Ø CALL S
811Ø	D%(6) = AM	929Ø RETURN
812Ø	FOR $J = 6$ TO OE STEP -1	
813Ø	FOR $I = ZE$ TO $D%(J)$	
8140	HTAB HT + J: VTAB VT: PRINT	
	I;	Listing 2: The fanfare assembly-language routine. This informa-
815Ø	IM = PEEK(SS) - PEEK(SS)	tion is placed in memory by the POKE statements in lines 9010 through 9050 of the main program.
	+ PEEK(SS) - PEEK(SS) +	through your of the main program.
	PEEK(SS) - PEEK(SS)	Ø3ØØ: 1 ORG \$3ØØ
816Ø	NEXT I	Ø3ØØ:AD 3Ø CØ 2 START LDA \$CØ3Ø
817Ø	NEXT J	Ø3Ø3:88 3 B1 DEY
818Ø	RETURN	Ø3Ø4:DØ Ø4 4 BNE B2
9 ø øø	REM * FANFARE *	Ø3Ø6:C6 Ø1 5 DEC \$1
9010	FOR I = Ø TO 18	Ø3Ø8:FØ Ø8 6 BEQ B3
9 Ø 2 Ø	READ X	Ø3ØA:CA 7 B2 DEX
9Ø3Ø	POKE 768 + I,X	Ø3ØB:DØ F6 8 BNE B1
9Ø4Ø	NEXT	Ø3ØD:A6 ØØ 9 LDX \$Ø
9Ø5Ø	DATA 173,48,192,136,208,	Ø3ØF:4C ØØ Ø3 1Ø JMP START
	4,198,1,240,8,202,208,246,	Ø312:6Ø 11 B3 RTS
	166,0,76,0,3,96	
9Ø6Ø	S = 768	
9Ø7Ø	POKE 1,5Ø	Listing 3: The game shape table, including the positive ion,
9 ø 8 ø	POKE Ø,91	negative ion, electron, and arrow (in that order).
9 ø 9 ø	CALL S	
91ØØ	FOR $I = 1$ TO 3: NEXT I	6000- 04 00 0A 00 1D 00 27 00
911Ø	POKE 1,33	6008- 2A 00 24 24 37 36 36 36
912Ø	POKE 0,82	6010- 25 24 2D 2D 3C 3F 3F 3F
913Ø	CALL S	6018- 3F 2E 2D 05 00 3F 3F 2E
9140	FOR $I = 1$ TO 3: NEXT I	6020- 2D 2D 2D 25 3F 3F 00 2C
915Ø	POKE 1,33	6028- 3E 00 08 20 24 24 24 95
916Ø	POKE ∅,75	6030- 92 62 0C 0C DC DB DB 13
917Ø	CALL S	6038- OE OE OE OE OO



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As you move your battle fleets through the galaxy, you try to strengthen your planet empire at the expense of your opponent, an Apple microcomputer. Planets are attacked and occupied, battle fleets fight to the death, high taxes spawn revolutions, and black holes swallow entire fleets. Welcome to Cosmic Conquest, where you must expand your empire, stave off insurrection, and destroy the enemy or lose the game.

The action takes place in a 30- by 30-unit galaxy that may be thought of as the surface of a sphere. While your view of the galaxy appears limited by the confines of the screen display, there are no boundaries: if you move off the top of the galaxy, you will reappear at the bottom; leaving from one side will cause you to reenter on the other. The size of your galaxy may be changed by altering the SIZE constant in the program.

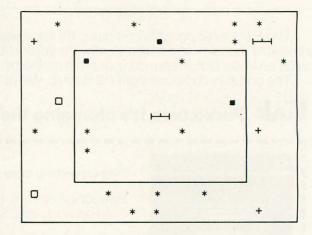
The Cosmic Arena

The primary graphics display is the battle-fleet scan, the part of the galaxy immediately surrounding your current fleet (see figure 1). The battle-fleet symbol is in the center of the display, surrounded by the stars, the planets, the colonies, and the enemy battle fleets. The scan remains centered on the battle fleet currently under your control, and when you make a move the planets,

About the Author

Alan Sartori-Angus is Professor of Computer Science at the University of Natal, Durban, South Africa. He has been involved with computing since 1976 and specializes in data communications and operating systems, especially as applied to microcomputers. His interests include both standard and computer chess, war-gaming, and sports. He is presently involved in the design and construction of a FORTH engine using bit-slice components.

stars, etc., appear to move past your fleet. The *x* and *y* values displayed below the scan are coordinates that identify the present position of your battle fleet in the galaxy. The number of fighting ships available in your current fleet is also listed below the scan display, as well as the number of troop legions on board the fleet. Other information displayed includes the number of credits you have available and your score so far.



X = 16 Y = 12 NO. OF SHIPS = 58 LEGIONS = 85

SCORE = 570 CREDITS 348

LEGEND

- * A STAR
- . A PLANET THAT IS NOT A COLONY OF YOURS
- ☐ A COLONY OF YOUR EMPIRE

 → ONE OF YOUR BATTLE FLEETS
 - + ONE OF THE ENEMY BATTLE FLEETS

Figure 1: An example of the screen display during the game. Use the legend to identify the game symbols.

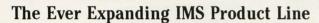
The IMS Family

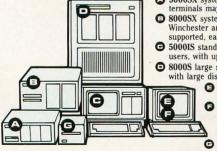
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You begin the game with 250 credits, which can be used to purchase more ships or enlist additional legions. Although you don't have control of any colonies at this point, you have two fleets, each consisting of 20 ships and 50 legions. In addition, you have no idea what the galaxy looks like and no clues to what the enemy (the computer) is up to. Using one of the several commands available (see the text box on page 128), you can begin to create a powerful empire.

Your score indicates the strength of your empire, which you can increase by adding to the number of planets you control and the number of legions and ships you have. However, the strength of your empire is reduced by the strength of the computer's empire. You therefore have two methods of gaining strength: first, colonize as many planets as possible, and keep your troop numbers high; second, reduce the enemy's strength by taking over its colonies and destroying its battle fleets.

In determining your strategy, you will be faced with several difficult decisions. Do you place large garrisons on your planets to make them secure from the enemy and from internal revolt, or do you use those legions to colonize more planets? Do you spend your credits on ships that can help you destroy enemy battle fleets, or do you

pay to enlist more legions? It's highly unlikely that you'll find a clear winning combination of strategy and tactics. In fact, you may be well on the way to a high score when your fleet disappears from the screen upon being swallowed by a black hole.

Design Decisions

Cosmic Conquest is designed to be a single-player game of real-time action and strategic decision making. I wanted the game to be played in real time but to be more than just a game to test quick reactions in the manner of Space Invaders. I also decided that each play of the game should be different and that the game would use the precept of offering incomplete information to create a game for which there is no consistent winning strategy.

These design decisions are important to the play of Cosmic Conquest. The use of real time adds to your sense of tension as you play. Having to make split-second decisions all the time, some of which may cost you the game, is what I wanted Cosmic Conquest to be about. If you have all day to make decisions, it becomes too easy to win. The program further challenges you by never producing the same game twice. Not only is the galaxy different each time, but the winning tactics also change.



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Cosmic Commands

The following commands are available to you during the course of a game:

Move: The current battle fleet (the one shown in the center of the scan) can be moved up, down, left, and right merely by pressing the W, Z, A, and S keys, respectively.

Other Fleet: To make your other battle fleet your current fleet, press the 0 key. The display will change to show the area around your new current fleet. You can move, fight, colonize, etc. only with your current fleet.

Information: Additional information about the current state of the game can be obtained at any time by hitting the I key. This information includes the number of planets in your empire and the number of both planets and battle fleets in the computer's empire.

Fire: You can attack an enemy battle fleet in an adjoining square to your current battle fleet by pressing the F key. Casualties are inflicted on both fleets in proportion to the strength of the enemy fleet. (A rough guide is that a fleet will inflict a casualty rate of 40 percent of its strength upon the enemy fleet.) Battles may continue as long as you wish or until either one of the fleets is destroyed.

Tax: You may tax all the planets in your empire at any time by pressing the T key. The amount of tax provided by a planet is in proportion to the class of the planet. A larger-class planet will generally provide more taxes. However, because planets do not like being taxed it's possible that one or more will revolt. The likelihood that this will occur increases each time the planets are taxed. When a revolution occurs, you are told which planet revolted and whether or not the revolt was successful.

Land: You can attempt to land on any planet adjacent to your current battle fleet. The display prompts for the direction of the planet relative to the fleet and you indicate your choice by using the MOVE keys. When you land on the planet, you are faced with one of three situations: the planet is already a member of your empire, the planet is uncolonized, or the planet is garrisoned by enemy forces.

If the planet is already a member of your empire, you are

told the class of the planet and the size of the local garrison and are given a choice from five options: (1) leave legions on the planet, (2) gather legions from the planet, (3) buy ships, (4) enlist troops, and (5) leave.

Option 1 lets you transfer legions from the fleet to the planet to strengthen local garrison. This garrison puts down revolts when they occur and wards off attacks by the enemy. With option 2, you can reduce the strength of the local garrison in order to increase the number of legions with the fleet. The fleet legions are needed when you attack the enemy and capture other planets. By choosing option 3, you can purchase additional ships for your fleet. The planet will tell you the cost per ship, and you can buy as many ships as your credits will cover. If you choose option 4, you can raise new legions from the inhabitants of the planet. However, the planet is only capable of producing a limited number of legions and the cost of enlistment is an important factor. The planet will inform you as to the number of legions available and what they cost. The larger the class of a planet, the more legions it will be able to produce and the higher the cost will be for raising them. With both options 3 and 4, a built-in safeguard prevents you from repeating your request to buy in an effort to overcome the limitations on the numbers available. To leave the planet, you must choose option 5.

If the planet is uncolonized, you will be told the class of the planet and asked whether you wish to attack. A rough estimate of the strength of the planet can be made from the class; a planet is capable of having legions numbering the same as its class. If you decide to attack, the computer calculates the result of the battle and tells you either that your forces are now in control or that your forces have retreated. Whatever the outcome of the battle, you will also receive a report of losses.

When the enemy controls the planet, you are told the class of the planet and the size of the garrison. You are asked if you wish to attack, and if you respond affirmatively the computer calculates the result of the battle and displays it along with the number of losses.

Additionally, at any moment in time you can see only the portion of the galaxy that immediately surrounds the battle fleets. You have to cope with incomplete information, not knowing where the computer's fleets are nor which planets the computer has under control.

Programming the Action

I wrote the game program in FORTH for several reasons. The real-time aspect required that the speed of the display be as fast as possible, and the intended complexity of the game seemed to require a high-level language. FORTH satisfied both of these criteria. Another factor was the continued growth and development of the game program. Because the game has been

growing and changing since its conception, it was important for me to use a language that would allow fundamental changes to the program with a minimum of time and effort.

The information for the game is stored mainly in the three 30 by 30 arrays called GALAXY, INFO1, and INFO2 (see listing 1). The GALAXY array registers the contents (planets, battle fleets, etc.) of each square unit of the galaxy. For each of these squares that contains a planet, the corresponding array, INFO1, has two pieces of information about the planet. The least significant three bits contain the alliance factor for the planet, which is randomly set at the beginning of the game and decremented each time the planet is taxed. When the fac-

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^{*}In kit form, F.O.B. Benton Harbor, MI. Also available the completely assembled Zenith Z-19 at \$895. Prices and specifications are subject to change without notice.

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tor reaches zero, the planet revolts. The most significant five bits hold the class of the planet. The array INFO2 has various pieces of data. If the corresponding entry in the GALAXY array is a planet, then INFO2 holds the size of the local garrison. If the corresponding GALAXY entry shows an enemy fleet, then INFO2 gives the number of ships in that fleet.

The primary game loop is contained in the FORTH word RESTART. The program loops here and while waiting for you to press a key determines if the computer should be taking any action. The game program is written so that the computer will continue to play even if you do nothing. When you do press a key, that command is decoded by the FORTH word OBEY-COMMAND and is subsequently executed.

Another point of interest is the method by which the program handles the screen display. The graphics symbols are defined in shape tables, but in my initial use of them I discovered that the processor updated the main display too slowly. To make the display update faster, I defined a small array, SCREEN, which at any moment during the game contains the description of the contents of the main graphics display on the screen. When the display is updated, the program first checks in SCREEN to see what is already there. If the display is already showing the symbol in question, no update takes place. The only time the screen is updated is when a different symbol has to be placed at a position on the screen. Although this method involves more calculation, it increases the speed of the display considerably because fewer symbols are written to the Apple high-resolution area on each update.

So with a limited amount of time, you must capture and keep as many planets as possible, avoid black holes, stamp out revolutions, and hold the enemy at bay by destroying opposing fleets. With over 2500 possible scenarios, Cosmic Conquest should keep you occupied for some time.■

Listing 1: The FORTH program for Cosmic Conquest.

```
COSMIC CONQUEST: THE LISTING
( constants)
30 CONSTANT SIZE ( the size of the galactic array)
SIZE 2 * CONSTANT NO-OF-STARS ( no. of stars in galaxy)
SIZE 3 * 2 / CONSTANT NO-OF-PLANETS ( planets in galaxy)
4 CONSTANT NO-OF-B-HOLES ( no. of black holes)
CONSTANT W2 ( weight assigned to computers troops)

CONSTANT W3 ( weight assigned to computers troops)
20000 CONSTANT SPEED ( how quickly computer moves)
    variables)

VARIABLE TEMP1 (a temporary storage variable)

VARIABLE UTAX (tax collected)

VARIABLE CLEGIONS (no. of computer legions for attacks)

VARIABLE CLESS-TOTALS (computers planets classes totals)

VARIABLE CFILETS (no. of computer fleets)

VARIABLE LEN (no. of moves remaining in game)

VARIABLE TROOPS (no. of computers troops in game)

VARIABLE RAND1 (first random number seed)

VARIABLE RAND2 (second random number seed)

VARIABLE X (temporary storage for X position)

VARIABLE BUY-V (count to stop player buying every move)

VARIABLE EG (the no. of legions available to buy)
      variables)
    VARIABLE BUY-V ( count to stop player buying every move VARIABLE LEG ( the no. of legions available to buy) VARIABLE NEW ( how often new fleet created) VARIABLE COMP-START ( how quickly computer plays) VARIABLE COMPUTER ( how quickly computer plays) VARIABLE DIFF ( difficulty of game 1-4) VARIABLE C-PLANETS ( no. of computer planets) VARIABLE PLANETS ( no. of players planets) VARIABLE FLEET-FLAG ( no. of players current fleet) SALVARIABLE FLEET-FLAG ( no. of players current fleet)
250 VARIABLE CREDIT ( players credit in taxes)
0 VARIABLE START ( starting score in the game)
    VARIABLE START
     defining words)
        ( 2D array)
(BUILDS DUP C, * ALLOT DOES)
ROT 1 - OVER C@ * + + ;
 (arrays)
 SIZE SIZE ARRAY GALAXY
                                                                    ( the galactic array)
SIZE SIZE ARRAY INFO1
SIZE SIZE ARRAY INFO2
11 11 ARRAY SCREEN
                                                                    ( planetary array)
                                                                          strength array)
                                                                    ( strength array,
( the screen array)
( players fleets info.)
 2 6 ARRAY FLEETS
 ( the case statement)
          PCOMP CSP @ !CSP 4 ; IMMEDIATE
        4 ?PAIRS COMPILE OVER COMPILE = COMPILE 0BRANCH HERE 0 .
        COMPILE DROP 5 ; IMMED!ATE
              ?PAIRS COMPILE BRANCH HERE 0 , SWAP 2 ((COMPILE))
        ENDIF 4 ; IMMEDIATE
```

```
4 ?PAIRS COMPILE DROP BEGIN SPA CSP a = 0= WHILE 2
    ((COMPILE)) ENDIF REPEAT CSP ! ; IMMEDIATE
( general utility words)
: DELAY
                                   ( delay a fixed amount of time)
   5000 0 DO LOOP ;
: CLEAR-MSGE
                                   ( clear message area on text screen)
   18 10 DO
I 0 VHTAB 35 SPACES
LOOP ;
   ×aya;
: CLEAR-SCREEN
                                   ( clear hires screen 1)
   H1 HCLR ;
: CLEAR-DISP
                                   ( fill screen array with FF's)
   1 1 SCREEN 121 255 FILL ;
   CLEAR-GALAXY ( fills galactic array with NULLs)
1 1 GALAXY SIZE SIZE * 0 FILL ;
: CLEAR-GALAXY
: CLEAR-INFO
                                   ( fills info arrays with NULLs)
   1 1 INFO1 SIZE SIZE * 0 FILL
1 1 INFO2 SIZE SIZE * 0 FILL;
   RANDOM1 ( --- ran ) ( random number in ran
RAND1 @ 37 * 651 + DUP RAND1 ! ABS SIZE MOD 1+ ;
                                                     in range 1-SIZE)
: RANDOM2
                                   ( random number in range 1-SIZE)
   RAND2 @ 53 * 773 + DUP RAND2 ! ABS SIZE MOD 1+ ;
: EDGE-CHECK ( n --- ng )
( calculates wrap around of galaxy)
SIZE 1 - + SIZE MOD 1+ ;
: INPUT ( --- n1 )
                                 ( number input routine)
( start with zero total)
  ( is it backspace?)
        KEY DUP EMIT DUP 8 =
        IF
          DROP 10 / 0
                                 ( get rid of last digit)
          DUP 57 >
                             ( check if char, is digit)
          IF DROP 1
ELSE DUP 48 (
             IF DROP 1
             ELSE 48 - SWAP 10 * + 0
             ENDIF
           ENDIF
      UNTIL ;
            ( n1 --- add1 )
                                   ( indexes current fleet array)
    FLEET-FLAG @ SWAP FLEETS :
                                         Listing 1 continued on page 132
```

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```
Listing 1 continued:
                                                                                                                     HOME
                                                                                                                     ." PLAYER"
2 0 VHTA
                                            ( selects text screen )
                                                                                                                     ." PLAYER"
2 0 VHTAB ." PLANETS ="
4 0 VHTAB ." EMPIRE"
6 0 VHTAB ." FLEETS"
6 21 VHTAB ." PLANETS"
     0 -16303 C! ;
     ND-MSGE ( end of game message)
TEXT 12 0 VHTAB ." END OF GAME COMMANDER" ;
: END-MSGF
                                                                                                                     20 0 VHTAB ." PLANEIS"
20 7 VHTAB ." X="
21 0 VHTAB ." Y="
21 0 VHTAB ." NO. OF SHIPS ="
22 0 VHTAB ." LEGIONS ="
20 25 VHTAB ." SCORE ="
22 21 VHTAB ." CREDITS";
( graphics shapes and utilities)
0 VARIABLE SPACEFIG 80 ALLOT ( shape tables)
                                             ( loads 8-bit value into table)
                                                                                                                     ... ( --- X Y )
( find out which square player means)
23 0 UHTAB ." WHICH DIRECTION?"
2 SPACES KEY 127 AND
CASE
     OVER C! 1+ :
                                                                                                                : FIND-DIRECTION (
: $ OVER ! 2 + ;
                                            ( loads 16-bit value into table)
                                              ( load shape tables)
   12 $ 31 $ 41 $ 47 $ 63 $ space shape)
                                                                                                                          87 ( up) 0F -1 0 ENDOF
90 ( down) 0F 1 0 ENDOF
83 ( right) 0F 0 1 ENDOF
65 ( left) 0F 0 -1 ENDOF
                                                      74 $ HEX
     24 C$ 3F C$ 37 C$ 36 C$ 2E C$ 24 C$ 2C C$ 36 C$ 2E C$ 2C C$ 2E C$ 25 C$ 24 C$ 36 C$ 2E C$ 2C C$
( colony shape)
12 C$ 2D C$ 24 C$ 24 C$ 3F C$ 3F C$ 36 C$ 36 C$ 2D C$ 00 C$
                                                                                                                     ENDCASE
( planet shape)
2C C$ 36 C$ 3F C$ 24 C$ 05 C$ 00 C$
                                                                                                                     23 0 VHTAB 35 SPACES ( clear message)
2 F C@ + EDGE-CHECK SWAP
1 F C@ + EDGE-CHECK SWAP ;
     star shape;
3C C$ 36 C$ 2D C$ 24 C$ 1C C$ 1F C$ 16 C$ 16 C$ 0D C$ 0D C$
1C C$ 2C C$ 1C C$ 0C C$ 04 C$ 00 C$
players fleet shape;
                                                                                                                 : PRINT-IT ( c ---
                                                                                                                                     ( shape determined by c is printed on screen at)
                                                                                                                     ( position in X,Y)
DUP X @ 1+ Y @ 1+ SCREEN C@ =
     3C C$ 1B C$ 36 C$ 26 C$ 08 C$ 2D C$ 2D C$ 25 C$ 36 C$ 36 C$
     00 C$
                                                                                                                         ( display is already showing this shape so don't bother) DROP
                                                                                                                     IF
( computers fleet shape)
36 C$ 07 C$ 20 C$ 29 C$ 32 C$ 00 C$
                                                                                                                      FI SF
                                                                                                                          DUP X @ 1+ Y @ 1+ SCREEN C! ( remember what screen has)
DECIMAL DROP FORGET C$ ( we don't need C$ and $ any more)
                                                                                                                          0 HCOLOUR (colour black)

X @ 20 * 27 + Y @ 1+ 11 * HPOSN
    SKETCH ( n --- ) ( sketch shape n at current position) 2 * 0 SWAP SPACEFIG + @ SPACEFIG + DRAW ;
                                                                                                                          0 SKETCH
7 HCOLOUR
                                                                                                                                                                        ( blank out char. there)
                                                                                                                                                                           colour white)
                                                                                                                             HCOLOUR
( into the main game words)
                                                                                                                          X @ 20 * 27 + Y @ 1+ 11 * HPOSN
                                                                                                                           : SET-UP-GALAXY
    NO-OF-STARS 0 DO 2 RANDOM1 RANDOM2 GALAXY C!
LOOP ( set up stars in galaxy)
NO-OF-PLANETS 0 DO RANDOM1 RANDOM2 2DUP 4 ROT ROT
                                    GALAXY C! ( set up planets)
RANDOM1 4 * 8 + ROT ROT INFO1 C!
                               ( set up class of planet)
                                                                                                                          ENDCASE
                                                                                                                    ENDIF ;
    NO-OF-B-HOLES 0 DO 8 RANDOM1 RANDOM2 GALAXY C!
                              ( set up black holes)
                                                                                                                 : DRAW-SCAN
                                                                                                                                                                        ( draw the screen display)
                                                                                                                      1 F Ca 5 - 2 F Ca 5 -
                                                                                                                      11 0 DO
: INITIALISE
                                 ( initialise all variables and arrays)
                                                                                                                                       OVER EDGE-CHECK OVER EDGE-CHECK
     CR CR
                                                                                                                                        J Y ! I X ! GALAXY Ca
PRINT-IT 1+
     BEGIN
              WHAT LEVEL OF DIFFICULTY (1-4) " INPUT DUP
                                                                                                                                   LOOP
11 - SWAP 1+ SWAP
         5 ( IF ( correct response) 1
ELSE ( incorrect response) DROP CR 0
                                                                                                                              LOOP
               ENDIF
                                                                                                                     DROP DROP :
     DIFF !
                       ( store difficulty)
                                                                                                                 : DRAW-FIGURES
                                                                                                                                               ( draw the totals in the display)
     HUME CR CR

" DO YOU WANT" CR ." 1. SHORT" CR ." 2. MEDIUM" CR

." 3. LONG" CR ." GAME"

KEY 127 AND ( pick up reply)
                                                                                                                      2 10 UHTAB PLANETS @ 5 .R
20 33 UHTAB PLANETS @ C-PLANETS @ - W1 *
                                                                                                                                          1 3 FLEETS @ 2 3 FLEETS @ + W2 * + 1 5 FLEETS @ 2 5 FLEETS @ + W2 * +
     CASE
                                                                                                                      1 5 FLEETS @ 2 5 FLEET TROOPS @ W3 * - 6 .R 6 8 VHTAB C-FLEETS @ 5 .R 6 29 VHTAB C-PLANETS @ 5 .R 20 9 VHTAB 2 F C@ 2 .R 21 15 VHTAB 3 F @ 4 .R 21 15 VHTAB 5 F @ 6 .R 22 31 VHTAB CREDIT @ 6 .R;
         55. 49 ( 1) OF 350 LEN! ( 350 moves) ENDOF 50 ( 2) OF 700 LEN! ( 700 moves) ENDOF 1500 LEN! ( 1500 moves otherwise)
     ENDCASE
HOME ." INITIALISING"
     CLEAR-GALAXY CLEAR-DISP CLEAR-INFO SET-UP-GALAXY
1 FLEET-FLAG ! (make fleet 1 current fl
                                           ( make fleet 1 current fleet)
( players credit)
     250 CREDIT !
    250 CREDIT! (players credit)

9 PLANETS! (no planets)

9 C-PLANETS! (none for computer either)

20 1 3 FLEETS! 20 2 3 FLEETS! (fleets start with 20 ships)

50 1 5 FLEETS! 50 2 5 FLEETS! (fleets have 50 legions each)

DIFF 0 4 * 0 DO (position computers fleets)

RANDOMI RANDOM2 2DUP 17 ROT ROT GALAXY C!

15 ROT ROT INFO2 C!
                                                                                                                 : DRAW-DISPLAY
                                                                                                                      1 SCALE HI DRAW-SCAN DRAW-FIGURES ;
                                                                                                                 : NEW-FLEET ( fleet destroyed for some reason)
0 1 F C0 2 F C0 GALAXY C! ( remove fleet symbol)
0 3 F ! ( no ships left)
0 5 F ! ; ( no legions left)
                          LOOP
    LOOP
16 22 18 GALAXY C! 16 18 22 GALAXY C! ( position fleets)
22 1 1 FLEETS C! 18 1 2 FLEETS C!
18 2 1 FLEETS C! 22 2 FLEETS C!
29 3 DIFF @ * - NEW! ( how often computer creates fleets)
15 DIFF @ 4 * * TROOPS! ( initial no. of computer troops)
20 DIFF @ * C-FLEETS! ( no. of spare computer legions)
DIFF @ 4 * C-FLEETS! ( no. of computer fleets)
                                                                                                                 : MOVE-FLEET ( X Y --- )
                                                                                                                      DIFF @ 4 * C-FLEETS !
SPEED DUP COMPUTER !
                                                                                                                 : CHECK-POSITION ( X Y ---
                                                                                                                      ( check if move to position X Y is possible)
( and take apropriate action)

EDGE-CHECK SWAP EDGE-CHECK SWAP 2DUP GALAXY C2
     COMP-START !
1 BUY-V ! ;
                              ( how often computer moves)
: DRAW-BORDERS ( draw borders of display and headings) CLEAR-SCREEN
                                                                                                                      CASE
                                                                                                                           0 ( space) OF MOVE-FLEET ENDOF
8 ( black hole) OF 23 0 VHTAB ." FLEET IN BLACK HOLE"
MOVE-FLEET DELAY NEW-FLEET
23 0 VHTAB 35 SPACES ENDOF
      7 HCOLOUR
                           ( colour white)
      17 5 HPOSN
          238 5 HLINE 238 126 HLINE 17 126 HLINE 17 5 HLINE
                                                                                                                                                                  Listing 1 continued on page 134
          198 27 HLINE 198 104 HLINE 57 104 HLINE 57 27 HLINE
```

Keep Your Computer Healthy...

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In addition to being extremely thorough, every test in Diagnostics II is also "submit"-able. The output of the tests can be logged to disk for later review.

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Ward D: Un-erases files

Ward E: Displays a directory of recoverable erased files.

Disk Doctor was not designed for use with double sided or hard disks.

(Requires: 48k CP/M, two drives for complete operation)

Disk Doctor: \$100 Manual only: \$ 15

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Japanese Distribution:

ASR Corporation International 3-23-8, Nishi-Shimbashi, Minato-Ku

Tokyo 105, Japan

Tel. (03) 437-5371, Telex 0242-2723

Diagnostics II available for virtually all CP/M, CP/M-86,

and MS DOS compatible systems.

Disk Doctor available for virtually all CP/M, and

CP/M-86 compatible systems.

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```
Listing 1 continued:
                                                                                                                                                            calaculate relative strength of planet)
                                                                                                                                                       FF a) IF (planet drives off your forces)
10 0 VHTAB ." YOUR FORCES RETREAT"
12 0 VHTAB ." YOUR LOSSES = "
5 F a 2 / DUP 3 .R 5 F a SWAP - 5 F!
            DROP DROP
      ENDCASE
      DRAW-DISPLAY ;
: OTHER-FLEET
                                ( make other fleet curent fleet)
     FLEET-FLAG 2 1 =

IF 2 FLEET-FLAG !

ELSE 1 FLEET-FLAG !

ENDIF
                                                                                                                                                              DELAY DELAY
                                                                                                                                                       ELSE ( you capture planet)
10 0 VHTAB ." PLANET CAPTURE
12 0 VHTAB ." YOUR LOSSES =
TEMP! @ 3 . R
                                                                                                                                                                                                           CAPTURED"
      DRAW-DISPLAY :
                                                                                                                                                              TEMP1 @ 3 .R
5 F @ TEMP1 @ - 5 F !
                                                                                                                                                                                                                ( update legions in fleet)
( increment no. of planets)
( colony symbol in galaxy)
 : MOVE-LEFT
                                                                                                                                                              1 PLANETS +!
132 XY@ GALAXY C!
      1 F Ca 2 F Ca 1 - CHECK-POSITION ;
                                                                                                                                                              DELAY DELAY
: MOVE-RIGHT
                                                                                                                                                              FRIENDLY-PLANET
      1 F Ca 2 F Ca 1+ CHECK-POSITION ;
                                                                                                                                                       ENDIF ;
: MOVE-DOWN
                                                                                                                                                 : EMPTY-PLANET
                                                                                                                                                                                    ( in orbit round uncolonised planet)
      1 F Ca 1+ 2 F Ca CHECK-POSITION ;
                                                                                                                                                        10 0 UHTAB . " UNCOLONISED CLASS " XYD INFO1 CD 8 / 2 .R
                                                                                                                                                        12 0 VHTAB ." DO YOU WISH TO ATTACK?" KEY 127 AND 89 =
      1 F Ca 1 - 2 F Ca CHECK-POSITION ;
 : ENLIST
                                                                                                                                                              COLONISE
                         ( enlisting legions on a planet)
      BUY-V @ 0=

IF ( it's ok to buy)

5 BUY-V ! ( can'
                                                                                                                                                        ENDIF
                                                                                                                                                        HI CLEAR-MSGE ;
              ( it's ok to buy)
(5 BUY-V ! ( can't buy for 5 more moves)
( calculate cost of legions)
RANDOM1 8 / XY3 INFO1 C3 7 / + DUP TEMP1 !
18 8 VHTAB ." COST PER LEGION =" 3 .R
( calculate no. of legions available)
XY3 INFO1 C3 6 / DUP LEG!
2 8 VHTAB ." NO OF LEGIONS AVAILABLE = " 3 .R
( take the order)
14 8 VHTAB ." HOW MANY DO YOU REQUIRE?" INPUT
LEG 3 MIN DUP TEMP1 3 * CREDIT 3 )
IF ( not enough money)
16 8 VHTAB ." NOT ENOUGH CREDIT"
ELSE
                                                                                                                                                        IOT-PLANET ( there isn't a planet where he's trying to land)
10 0 VHTAB ." NO PLANET THERE"
                                                                                                                                                 : NOT-PLANET
                                                                                                                                                        DELAY H1 CLEAR-MSGE ;
                                                                                                                                                 : ATTACK
                                                                                                                                                                                ( attack a planet controlled by the computer)
                                                                                                                                                        CLEAR-MSGE
                                                                                                                                                        XY@ INFO2 C@ RANDOM1 1 - 5 / 7 + * 10 / DUP TEMP1 !
                                                                                                                                                                                 ( calaculate enemy garrisons effective strength)
                                                                                                                                                             ( enemy garrison wins)

10 0 VHTAB ." YOUR FORCES RETREAT"

12 0 VHTAB ." YOUR LOSSES = "

XY@ INFO2 C@ 5 F @ * TEMP1 @ / 2 / XY@ INFO2 C@ SWAP
               ELSE
                   .5E @ OVER + 5 F ! ( update legions)
TEMP1 @ * CREDIT @ SWAP - CREDIT ! ( update credit)
                                                                                                                                                              - XYa INFO2 C!
5 F a 2 / DUP 3 .R 5 F a SWAP - 5 F!
      ELSE
             10 0 UHTAB ." NO TROOPS AVAILABLE"
                                                                                                                                                              0 XYD INFO2 C!
                                                                                                                                                                                                                    ( reduce legions on planet to 0)
      ENDIF :
                                                                                                                                                              10 0 VHTAB ." PLANET CAPTURED"
12 0 VHTAB ." YOUR LOSSES = "
                    ( purchasing of ships at planet)
                                                                                                                                                              TEMP1 @ 3 .R
5 F @ TEMP1 @ - 5 F !
      BUY-V 2 0=
                                                                                                                                                                                                                   ( update legions with fleet)
                   ( it's ok to buy)
                                                                                                                                                              132 XY3 GALAXY C! (put colony in galaxy)
1 PLANETS +! (increment planets)
1 PLANETS +! (decrement computer planets)
XY3 INFOI C3 8 / MINUS CLASS-TOTALS +!
            ( it's ok to buy)

5 BUY-V! ( stop continous buying)

RANDOM1 5 / XY2 INFO1 C2 18 / + 1+ DUP TEMP1!

10 8 VHTAB ." COST PER SHIP = " 2 .R

12 8 VHTAB ." HOW MANY D0 YOU WANT?" INPUT

CREDIT 2 TEMP1 2 / MIN ( no more than he can afford)

DUP 3 F 2 + 3 F! ( update ships in fleet)

TEMP1 2 * CREDIT 2 SWAP - CREDIT! ( update credit)

16 1 F C2 2 F C2 GALAXY C! ( make sure fleet symbol there)
                                                                                                                                                              DEL AY
                                                                                                                                                                                                                  ( reduce classes of comp. plnts)
                                                                                                                                                              FRI ENDLY-PLANET
                                                                                                                                                        ENDIF
                                                                                                                                                        DELAY HI CLEAR-MSGE ;
                                                                                                                                                       ENEMY-PLANET ( player orbits enemy planet)
XY@ INFO1 C@ 8 /
10 0 VHTAB ." CLASS " 2 .R ." PLANET" CR CR
." ENEMY GARRISON OF STRENGTH "
XY@ INFO2 C@ 3 .R CR CR
." DO YOU WISH TO ATTACK?" KEY 127 AND 89 =
      ELSE
                                                                                                                                                  : ENEMY-PLANET
             10 0 VHTAB ." NO SHIPS AVAILABLE"
      ENDIF ;
     SATHER ( pick up legions from garrison onto fleet)
10 0 UHTAB ." HOW MANY DO YOU WISH TO TAKE?" INPUT
XY3 INFO2 C@ MIN TEMP1 ! ( no more than are there)
5 F @ TEMP1 @ + 5 F ! ( update legions on fleet)
XY3 INFO2 C@ TEMP1 @ - XY3 INFO2 C! ; ( update on planet)
: GATHER
                                                                                                                                                        IF
                                                                                                                                                             ATTACK
                                                                                                                                                        ENDIF
      LEAVE ( leave legions from fleet on planet as garrison)
18 8 VHTAB ." HOW MANY DO YOU WISH TO LEAVE?" INPUT
5 F @ MIN TEMP1 ! (no more than you have)
5 F @ TEMP1 @ - 5 F ! (update legions on fleet)
XY@ INFO2 C@ TEMP1 @ + 255 MIN (no more than 255)
XY@ INFO2 C! ; (update on planet)
                                                                                                                                                       HI CLEAR-MSGE :
                                                                                                                                                 : LAND
                                                                                                                                                                   ( land on adjacent planet)
                                                                                                                                                        FIND-DIRECTION
                                                                                                                                                        2DUP Y ! X ! TEXT GALAXY Ca
                                                                                                                                                         4 (uncolonised planet) OF EMPTY-PLANET ENDOF
5 (computers planet) OF ENEMY-PLANET ENDOF
132 (players colony) OF FRIENDLY-PLANET ENDOF
NOT-PLANET (otherwise it's not a planet)
 : FRIENDLY-PLANET ( options upon landing at colony)
            GIN

10 0 VHTAB ." CLASS " XY0 INFO1 C0 8 / 2 .R

." PLANET" 16 SPACES CR ( give class of planet)
." LOCAL GARRISON IS " XY0 INFO2 C0 3 .R ." LEGIONS"
( give size of local garrison)

12 0 VHTAB ." DO YOU WISH TO:" 12 SPACES ( give options)
CR ." 1. LEAVE LEGIONS ON PLANET"
CR ." 2. GATHER LEGIONS FROM PLANET"
CR ." 3. BUY SHIPS"
CR ." 4. ENLIST TROOPS"
CR ." 5. LEAVE" CR
KEY 127 AND ( get reply)
CLEAR-MSGE
                                                                                                                                                        ENDCASE ;
                                                                                                                                                        REVOLT? ( planet at X,Y revolts)
12 0 UHTAB ." PLANET AT " Y @ . X @ . ." REVOLTS" DELAY
XY@ INFO1 C@ 8 / XY@ INFO2 C@ 2DUP >
                                                                                                                                                              ( revolt succeeds)
DROP 4 XY@ GALAXY C!
8 * 7 + XY@ INFO1 C!
0 XY@ INFO2 C!
-1 PLANETS +!
                                                                                                                                                                                                                                  ( set revolt factor 7)
( set legions to 0)
( reduce no.of planets)
                                                                                                                                                       7 EMIT (ring bell)
14 0 VHTAB ." SUCCEEDS"
ELSE (revolt fails)
SWAP 2 / - XY@ INFO2 C! (reduce legions)
XY@ INFO1 C@ 7 OR XY@ INFO1 C! (set revolt factor 7)
14 0 VHTAB ." FAILS"
ENDIF
             CLEAR-MSGE
             CASE
                   49 ( 1) OF LEAVE 0 ( leave legions) ENDOF
50 ( 2) OF GATHER 0 ( gather legions) ENDOF
51 ( 3) OF BUY 0 ( buy ships) ENDOF
52 ( 4) OF ENLIST 0 ( enlist troops) ENDOF
1 ( the default: leave planet)
                                                                                                                                                       DELAY
12 0 UHTAB 30 SPACES
14 0 UHTAB 12 SPACES ;
             ENDCASE DELAY
       UNTIL
                                                                                                                                                                                                                                  ( clear messages)
       HI CLEAR-MSGE DRAW-DISPLAY ;
       COLONISE ( attack an uncolonised planet)
CLEAR-MSGE
                                                                                                                                                                                                                        Listing 1 continued on page 136
       XY@ INFO1 C@ 8 / RANDOM1 1 - 5 / 7 + * 10 / DUP TEMP1 !
```

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Manual Only: Japanese Distribution:

ASR Corporation International 3-23-8 Nishi-Shimbashi, Minato-Ku, Tokyo 105, Japan Tel. (03)437-5371 Telex 0242-2723.

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```
Listing 1 continued:
: TAX ( collect taxes on players planets)
0 UTAX ! ( set tax to 0)
    TEXT
                                                             ( select text page)
    10 0 VHTAB ." TAX COLLECTED ="
    SIZE 1+ 1 DO
SIZE 1+ 1 DO
                           I J GALAXY C@ 132 =
IF ( it's a colon
                                J GALAXY C@ 132 =
( it's a colony)

I J INFO1 C@ 3 * 5 / ( tax from planet)

VTAX @ + DUP VTAX ! ( update tax)

18 17 VHTAB 5 .R

I J INFO1 C@ 7 AND -DUP

IF ( doesn't revolt)

I J INFO1 DUP C@ 1 - SWAP C!

ELSE ( revolt)

I X ! J Y ! REVOLT?

END1F
                                ENDIF
                           ENDIF
                        LOOP
                    LOOP
    CREDIT @ VTAX @ + CREDIT !
H1 CLEAR-MSGE DRAW-DISPLAY ;
 : COMPUTER-TURN ( computers turn to do something)
      -1 NEW +!
                                                                  ( decrement NEW)
      NEW @ 0=
                ( computer creates new fleet)
          7 EMIT
                                                                  ( ring bell)
          1 C-FLEETS +! (29 4 DIFF 2 * - NEW ! (CLASS-TOTALS 2 8 / DUP C-LEGIONS +! DUP TROOPS +!
                                                                  ( update comp. fleets)
( reset NEW)
           BEGIN
              , RANDOM1 RANDOM2 2DUP GALAXY Ca 0=
                    ( empty space in galaxy)
2DUP 17 ROT ROT GALAXY C!
                                                                  ( place fleet symbol)
                    INF02 C! 1
                                                                  ( plus legions)
                ELSE
                    DROP DROP DROP 0
                ENDIF
           UNTIL
      DIFF a A DO
                          ( see if computer colonises planet)
```

```
RANDOM1 RANDOM2 2DUP GALAXY Ca
       CASE
                     ( empty planet)
2DUP 2DUP 5 ROT ROT GALAXY C! ( place colony)
C-LEGIONS @ 2 / DUP C-LEGIONS !
ROT ROT INFO2 C!
                    ROT ROT INFO2 C!

1 C-PLANETS +!

INFO1 C@ 8 / CLASS-TOTALS +! ENDOF

( players planet)

2DUP Y! X! INFO2 C@ C-LEGIONS @ 2 / (

IF ( captures planet)

C-LEGIONS @ 3 / C-LEGIONS!

5 XY@ GALAXY C!

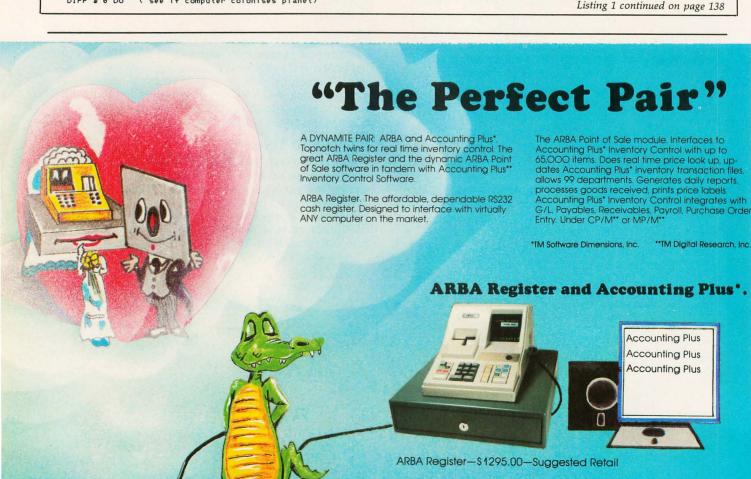
XY@ INFO1 C@ 8 / CLASS-TOTALS +!

1 C-PLANETS +!

-1 PLANETS +!
                             0 DO 7 EMIT LOOP ENDIF ENDOF
                DROP DROP
      ENDCASE
 LOOP
 DRAW-FIGURES :
: FIRE
              ( players fleet attacks computer fleet)
    0 X !
     2 F Ca 2 + DUP 3 - DO
          1 F Ca 2 + DUP 3 - DO
I EDGE-CHECK J EDGE-CHECK GALAXY Ca 17 =
                    ( there's a fleet in range)
I EDGE-CHECK X ! J EDGE-CHECK Y !
               ENDIF
          LOOP
     LOOP
     × a 0=
     IF
          10 0 VHTAB ." NO ENEMY FLEET IN RANGE"
    ELSE
          3 F @ XY@ INFO2 C@ OVER 4 * 10 /
          OVER 4 * 10 / DUP
10 0 VHTAB ." FLEET HIT BY " 5 .R ." UNITS"
ROT ROT - 0 MAX DUP 0=
IF ( computers fleet destroyed)
               DROP TROOPS @ XY@ INFO2 C@ - TROOPS !
                ( reduce computers troops)
```

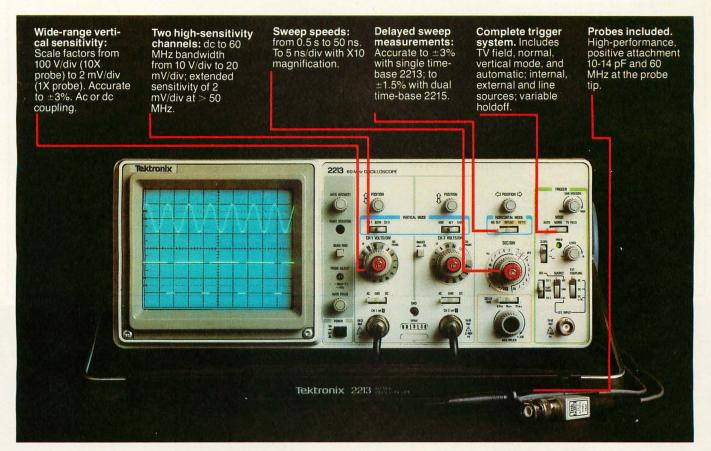
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```
Listing 1 continued:
                                    ( destroy fleet symbol)
( reduce comps fleets)
          0 XYD GALAXY C!
           -1 C-FLEETS +!
       ELSE
          XYD INFO2 CD OVER - TROOPS D SWAP - TROOPS !
          ( reduce spare troops)
XYa INFO2 C! ( reduce legions in fleet)
       ENDIF
        0 MAX DUP 0=
          ( players fleet destroyed)
DROP NEW-FLEET
       IF
       ELSE
       ENDIE
   ENDIF
   DELAY DELAY DRAW-DISPLAY HI CLEAR-MSGE ;
: INFORMATION ( display the text screen information)
   TEXT KEY H1 :
HEX
: OBEY-COMMAND
   BUY-V 2 -DUP
   IF
       1 - BUY-V !
   ENDIF
   C001 Ca
                               ( pick up keyboard character)
   CASE
       ( A) 41 OF MOVE-LEFT
( S) 53 OF MOVE-RIGHT
                                   ENDOE
                                  ENDOF
       ( W) 57 OF MOVE-UP
( Z) 5A OF MOVE-DOWN
                                   ENDOF
         O) 4F OF OTHER-FLEET
       ( I) 49 OF INFORMATION ENDOR
       ( L) 4C OF LAND
( T) 54 OF TAX
                                   ENDOF
            46 OF FIRE
                                   ENDOF
   ENDCASE SP! ;
```

```
COMPUTER? ( is it the computers turn or not) COMPUTER 0 1 - DUP 0 =
: COMPUTER?
       COMP-START @ COMPUTER ! DROP 1
       COMPUTER ! 0
   ENDIF ;
: GAME-END?
                   ( game end if LEN is zero)
   LEN @ 0= ;
: RESTART
                    ( restarts the stopped game)
   CLEAR-DISP
   HOME DRAW-BORDERS DRAW-DISPLAY
        ?TERMINAL
           ( player has pressed a Key)
OBEY-COMMAND
           COMPUTER-TURN
        ENDIF
        COMPUTER?
        IF
           COMUTER-TURN
        ENDIF
        GAME-END?
   FND-MSGE :
   CONQUEST ( the main game word)
HOME ." HIT ANY KEY" KEY RAND1 ! CR ( random number seed)
." AND AGAIN " KEY RAND2 ! ( random number seed)
HOME CR CR CR
: CONQUEST
    ." WELCOME TO COSMIC CONQUEST" CR CR ." DEVISED AND WRITTEN BY" CR CR
      " ALAN SARTORI-ANGUS"
    INITIALISE
    RESTART ;
```



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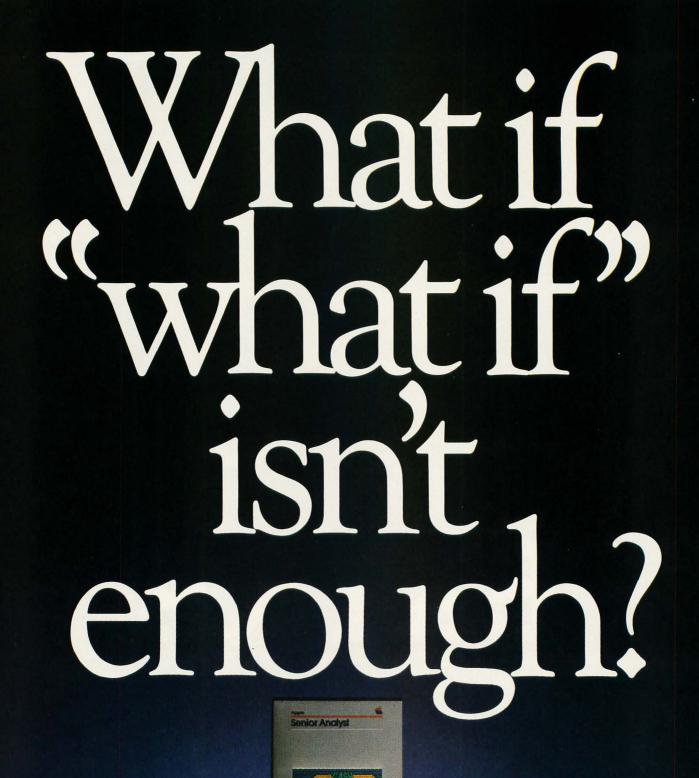




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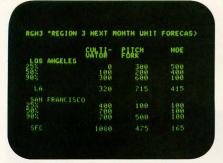
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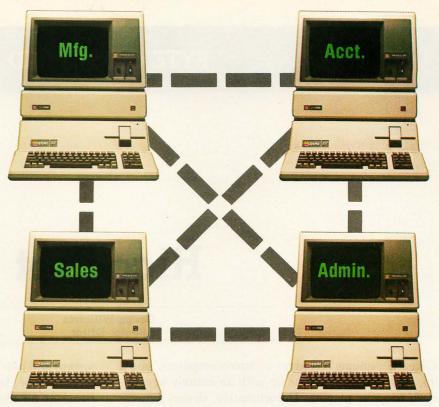
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Ricochet

Gregg Williams Senior Editor

Given the unique resources of microcomputers, you'd think someone would come up with an entirely new approach to game playing. Unfortunately, design innovations in video games are all too rare; we see new maze games, new shoot-'em-up games, and new adventure games, but seldom anything that stretches the imagination. There's a reason for this: adapting an existing, commercially proven idea and then programming for six months is much easier than agonizing over a new concept, programming for six months, and hoping for the best. Fortunately, a few brave souls thrive on the challenge of charting new territory. Thanks to two of them, we have a game called Ricochet.

I cannot find enough good things to say about Ricochet. It's easily the most original game I've seen this year, it's fun to play, and on top of that it's very modestly priced (under \$20, often discounted to about \$16). Available for three of the most popular microcomputers—the Apple II, the Atari 400/800, and Radio Shack TRS-80 Models I and III—the game has graphics, sound, and (on the Apple and Atari versions) color. You can choose from five game variations and play against a human or one of four computer opponents. And one of Ricochet's most interesting features is that it dynamically handicaps the more skillful of the two players to keep the game challenging even with players of widely varying skills. What more could you possibly want?

Before you rush out to buy Ricochet, you should know that it's not likely to be the favorite of the arcade set. Although it has arcade-like elements in it, Ricochet is primarily a game of strategy. Let's take a look at it.

Playing Ricochet

The Atari game board for Ricochet is shown in photo 1; the Apple and TRS-80 versions look somewhat different but play almost the same. The two players, Left and Right, start the game with two bumpers (the hourglass-shaped pieces at the left and right edges of the

screen) and two launchers each (one in each corner of the screen). The launcher can fire a launch (ball) that ricochets off the pieces (straight bars) and both players' bumpers; a launch is complete when it veers off the screen or hits any launcher. Pieces deflect the launch by 90 degrees, then immediately turn 90 degrees themselves. A move consists of firing a launcher or moving one or more pieces in the same direction (up, down, right, or left). You gain points for hitting any pieces or your opponent's launchers or bumpers; you lose points for hitting your own launchers or bumpers.

Although there are a few more rules I'll explain later, the paragraph above covers the behavior of most of the game. But no amount of rules can possibly convey how

Photo 1: Ricochet in progress. Photos 1a through 1c show the state of the board before, during, and after activation of the launcher in the lower left-hand corner. See the article for further details.

1a



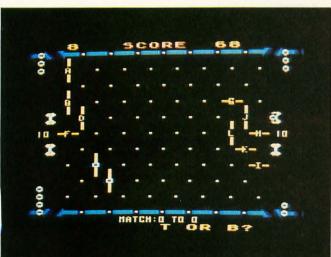
much fun Ricochet is to play. The word that best describes my reaction to it is "delight." Rarely have I played a game that pleased me as much as Ricochet. No matter how good you are at visualizing what certain launches will do, some of them may remain in play much longer than you expect or hit an unexpected target. But even when the surprise costs you points, it's so much fun that you don't really mind.

Photos 1a through 1c show a simple example of a Ricochet launch in action. At the beginning of the move, the board is as shown in photo 1a. Left shoots his lower launcher; the launch bounces off pieces C and E (increasing Left's score by two points), hits the top wall of the game field, and ricochets into Right's top bumper. Photo

No matter how good you are at visualizing what certain launches will do, some of them may remain in play much longer than you expect.

1b shows the game board just as the launch hits the top right bumper; notice that pieces C and E have rotated 90 degrees. Left then scores 10 points for hitting the bumper, and the launch hits pieces H and J (which rotate and contribute two more points) before exiting off the right edge of the screen. Photo 1c shows the final result. And that's a *simple* shot in Ricochet. I've seen shots that ricochet 25 or even 50 times before ending and have launched shots that accumulate 20 points only to hit my own bumpers and disable the original launcher.

1b



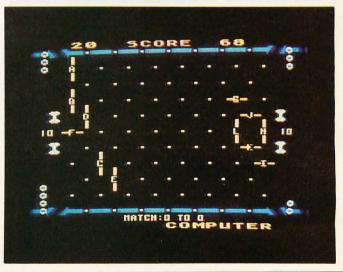
Ricochet in the Long Run

The sequence of Ricochet described above is a match; it ends when one player can no longer shoot or if both launchers are either temporarily disabled or empty. The player with more points wins the match, and in the basic version of the game, play continues until one player wins two matches.

Now comes the fun part: Ricochet has a self-handicapping feature that enables players of different skill levels to compete as equals. The player who loses a match has a bumper removed in the next one; because the winning player has half as many bumpers to score from (one instead of two), winning the next game is harder for him. And if the winning player wins by a substantial margin, the value of his bumpers and launchers increases to a number above 10, which makes it easier for the losing player to win the next game. Ricochet also uses a "smart clock" that penalizes a player for playing more slowly than his opponent. These handicaps are all fine-tuned to make the players an equal match for each other even if they start at different skill levels. The more matches they play together, the more players become evenly matched. To carry the handicapping into future games, the computer issues a handicap rating to each player at the end of a game. If these values are typed in at the beginning of the next game, the players start the game more evenly matched.

Ricochet has a total of five variants, all of which are sufficiently different to warrant different strategies. You can play opposite a human opponent—in which case the program acts as a scorekeeper and referee—or against one of four computer "opponents," each of which has a distinct playing style. I found the computer players very difficult to beat, so you don't have to have a human op-

1c



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ponent to enjoy playing Ricochet. The 20 different games (5 variants multiplied by 4 possible computer opponents) available for solitaire play are sufficiently varied to keep you interested in the game.

Versions of Ricochet

Ricochet is available in both cassette and floppy-disk versions for the TRS-80 and Atari and in a floppy-disk version for the Apple II. I played the game on all three computers (disk-based versions for the TRS-80 and Apple II, cassette version for the Atari). The Apple version requires Applesoft BASIC and 48K bytes of memory, the other two disk versions require BASIC and 32K bytes of memory, and the cassette versions require BASIC and 16K bytes of memory. The Atari cassette version loads in two steps to help prevent unauthorized copying and takes an excruciatingly slow 10 minutes to load; prospective cassette-based users are hereby warned.

Although it has very little sound and color, the Apple version has the smoothest graphics. The TRS-80 and Atari versions, on the other hand, use character-sized graphics that don't create an illusion of continuous movement. The Atari version has the best sound and color, but

At a Glance

Name

Ricochet

Type

Strategy game

Manufacturer

Automated Simulations 1043 Kiel Court Sunnyvale, CA 94086

Price

\$19.95

Authors

Bernie De Koven and Jeff Connelley

Format

Cassette tape or floppy disk

Language

BASIC

Computer Needed

Radio Shack TRS-80 Models I or III with 16K bytes of memory (cassette) or 32K bytes of memory (disk), Apple II with Applesoft or Apple II Plus with 48K bytes of memory (disk), Atari 400 or 800 with BASIC cartridge and 16K bytes of memory (cassette) or 32K bytes of memory (disk)

Documentation

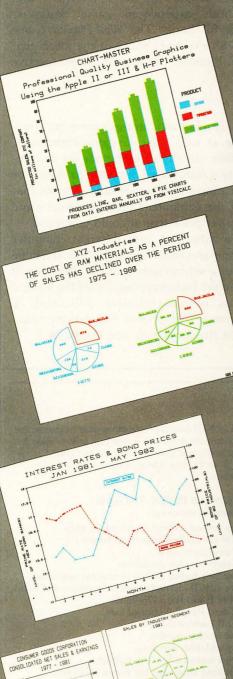
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it plays more slowly than the Apple version and, paradoxically, penalizes you more quickly for not moving. (These differences are probably due to the idiosyncrasies of the different versions of BASIC in each machine; Ricochet is written in BASIC.) The TRS-80 version has the coarsest graphics and no color, but it makes some sound available through the cassette port (the sound is available even though the TRS-80 documentation doesn't mention it). Incidentally, the limitations of TRS-80 graphics make the pieces appear shorter when they are vertical than when they are horizontal, which, until you get used to it, may lead you to believe a path is blocked by pieces when it really isn't.

The Philosophy of Ricochet

I can tell from my own experience with game development that Ricochet was well designed and then polished for maximum playability. Such attention to detail is rare; most people release a game as soon as the program is free of programming errors—of course, that accounts for the countless mediocre games that are being sold today. As a result, you enjoy playing Ricochet even if you lose; you leave the game feeling satisfied instead of embittered.

That Ricochet is a game player's delight is really no surprise, because it was designed by Bernie De Koven and Jeff Connelley, both experienced game designers. De Koven's wonderful book, *The Well-Played Game* (Anchor Press, 1978), expresses many of the ideals that are implemented in Ricochet. It's a must for prospective game designers.

Conclusions

Ricochet is not only a fantastic strategy game but a reasonably priced one as well. (Arcade-game enthusiasts, take note: it is neither visually stunning nor the conventional arcade variety.) Automated Simulations should be commended for creating a totally new kind of game that takes advantage of the computer's unique strengths and for selling it at a lower price than it could command.

Ricochet has five variations, four different computer opponents, and a human-versus-human option. It can be played as a casual or a serious game, and in either case it is delightful. Interactive handicapping makes the game a challenge regardless of your relative skill level. If Ricochet is indicative of Automated Simulations' offerings, I eagerly await the company's next release.



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BYTE GAME GRID

Action Games for the VIC-20

Russell Kavanagh 16921 Lakefront Circle, #47 Huntington Beach, CA 92647

The Commodore VIC-20 computer has been available in the United States for more than a year now, but until fairly recently very little software was available for it. Creative Software, however, is one firm that provided software early on. Eager to do something with my new VIC-20, I mail-ordered a copy of the company's "Action Games" package, which includes VIC Trap, Seawolf, and Bounce Out.

I received the games in surprisingly short order and rushed to the VIC to try them out. To my chagrin, I experienced a few minutes of frustration because I had difficulty loading the programs. Fortunately, past experience with the VIC cassette interface had taught me that it's a bit flaky, but nothing that a little reorientation of the cassette drive and cabling can't fix. Sure enough, that did it, and I was able to load the first program.

I haven't had any trouble loading any of the games since then, and I suspect the problem I had was the VIC's fault. Inspection of the cassette cable indicates that it could use some attention to grounding and shielding . . . but that's another article. On to the matter at hand: playing games.

VIC Trap

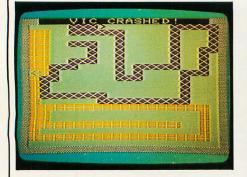
Like the other two games in this package, VIC Trap

makes good use of the VIC's color and sound capabilities and can be played using either a joystick or the keyboard. Of the three games, it is the only one written in BASIC. To play, you guide a character around the screen, leaving a trail behind it. At the same time, the VIC does the same thing with its own character. The object is to try to trap the VIC by surrounding its character with your trail and/or the screen borders. The first player to collide with either the trail or the border loses. A point goes to the victor, and the process starts over again.

I didn't find VIC Trap very challenging, so I soon grew tried of it. The game is very slow moving and does not require you to develop a real strategy. The younger set might enjoy it, but I think even they would soon want to move on to the other games in this package. Still, VIC Trap is an interesting demonstration of the VIC color graphics and sound, and as such it might serve as a simple introduction of your computer to friends.

Seawolf

The second game in the package is written in machine language and is run through the use of a BASIC statement that jumps to the machine-language program. In this game you are the skipper of a "swift and dangerous submarine" that is positioned along the bottom of the screen.







Scenes from the Action Games package for the Commodore VIC-20 microcomputer. Left to right: VIC Trap, Seawolf, Bounce Out.

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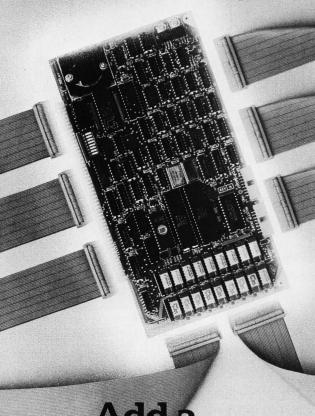


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BYTE GAME GRID

At a Glance

Name

Action Games; includes VIC Trap, Seawolf, and Bounce Out

Type

Game

Manufacturer

Creative Software 201 San Antonio Circle, No. 270 Mountain View, CA 94040 (415) 948-9595

Price

\$24.95 plus \$1.50 shipping and handling

Format

Cassette tape

Language

BASIC and machine language

Computer

Commodore VIC-20 with 5K bytes of memory

Documentation

Six-page pamphlet

Audience

Game players

You can control motions to the left and right and fire torpedoes up through the water.

Above you are three levels of enemy ships, which you try to sink with your torpedoes. The ships move at different speeds; the one closest to you is the slowest and largest—easiest to hit and worth the least number of points. Ships enter the screen randomly from either side. Mines float between you and the ships above, and although they do you no damage, they will block your torpedo—in effect, running interference for the ships.

The play lasts for 60 seconds, during which you try to score as many points as possible. If you score enough points, you get a bonus of 30 seconds' more playing time. When your time is up, your new score is displayed along with your previous high score. Two levels of play enable you to change the speed and point values of the passing ships.

Seawolf has an arcade look to it; the graphics are fast and colorful, and the sound effects are good. There is no noticeable delay in controlling the submarine, although the instructions do warn you that your crew requires some time to "reload" a torpedo after a shot. I found the game reasonably entertaining, although the instructions overestimate the skill required to score that extra 30 seconds of play. I earned some of my highest scores by merely parking the sub and holding down the Fire button. That strategy works because you have an unlimited supply of torpedoes. I think Seawolf could be improved by limiting the torpedo supply and providing more rewards after the first bonus of 30 seconds. Maybe there are more rewards, but I never found them. Nonetheless, this game should be a popular one, especially for newcomers to the computer-game domain.

Bounce Out

The third and final game is a colorful and challenging version of the well-known video game Break Out. You

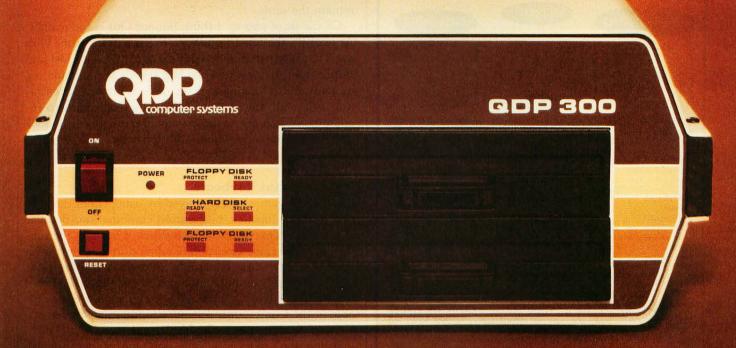
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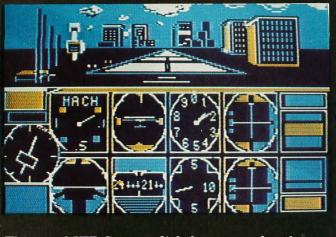
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BYTE GAME GRID

are given 10 balls at the start, and your goal is to knock out a wall of bricks. Your paddle moves along the bottom of the screen, and the bricks are positioned in three colored layers near the top of the screen. The bricks in each layer are worth successively more points. Each brick you hit with the ball disappears, and you add its value to your score. The ball bounces off the brick wall and the side boundaries and returns for you to hit with the paddle. The value of the bricks is also determined by how many balls you've used; you'll score more points if you clear the screen with only one ball instead of all of them. If you miss a ball with your paddle, you lose it. You continue playing until all 10 balls are gone. If you clear the screen, a new set of bricks appears. As the score adds up, the ball speed increases, and your paddle size may even change—it will be smaller, of course. At the end of the

Of the three games, Bounce Out is the winner, the one I usually go to for a quick game with my VIC.

game, your final score is displayed along with your previous high score. Two levels of play enable you to select the size of your paddle, but all of the other features remain the same.

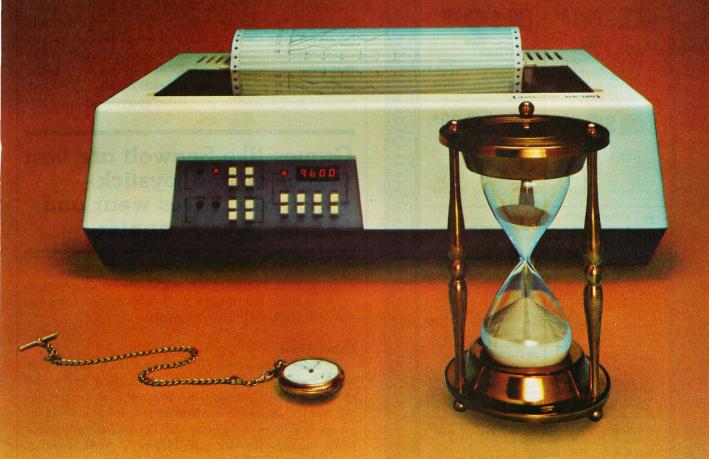
Of the three games, I think Bounce Out is the winner. At least it's the one I usually go to for a quick game with my VIC. It's written in machine language, so it's fast and responsive. And because the ball speeds up, anticipating its path and returning it takes quite a bit of concentration. All in all, the game is sufficiently challenging to encourage you to try to beat your highest score. Bounce Out should be a welcome addition to your VIC game library.

Joystick Versus Keyboard

All of these games can be played by using either the keyboard or the joystick/pushbutton combination. Because many readers may not own a joystick, I thought the subject deserved some attention. Commodore does not sell a joystick, but Atari-compatible joysticks will plug right in. Of course, computer hobbyists of the old school can build one from scratch. How-to information is available in the Commodore VIC-20 Programmer's Reference Guide, which is now available.

If you don't have a joystick, don't worry, because you can play the games very well without one. In fact, I think VIC Trap and Bounce Out are a little easier when you use the keyboard. That's partly due to the fact that the movement of the character or the paddle can be controlled in

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discrete steps with the keyboard; each time you push a key and release it, only one direction change (in VIC Trap) or one movement of the paddle (in Bounce Out) occurs. With the joystick, however, split-second timing and precise positioning are difficult. Note that if you push a key down and do not release it, the command will be read continuously, just as if you were holding the joystick in a given direction.

I also found the keyboard easier to use because my joystick required fairly accurate positioning, and if the stick was slightly off the mark, the command did not register. Seawolf is much better suited to the joystick, not only because it gives the game that arcade feel but because you can shoot and maneuver at the same time. In fact, games that have Fire buttons and the like are probably better played with pushbuttons instead of the keyboard, because people tend to get carried away (read "violent")

Games like Seawolf are best played with a joystick—which also saves wear and tear on your computer.

pushing keys. Watching the neighborhood kid trying to push the space bar through the bottom of your computer may convince you to get a joystick.

Conclusions

Of these three games, Bounce Out is my favorite. It combines a colorful playing field, fast action, and sound effects for a challenging game. Seawolf is also entertaining, but it's somewhat easily mastered. It has more of an arcade look than the others, and it's especially enjoyable when you use a joystick. VIC Trap is . . . well, the other game. Enough said.

Creative Software's documentation is good, and the cassette appears to be of good quality. Unfortunately, any attempt to save a program results in a locked-up VIC. I dislike this policy; I always feel better when I have an extra copy safely stored away. There are few worse sensations than when you see a LOAD ERROR message flash on your screen but don't have another copy of that program. No mention is made in the documentation of a replacement policy in the event that your copy is damaged, so I don't know how that would be handled. With good care, at any rate, the tape should last.

The Action Games package should be a welcome addition to your VIC-20 game collection. It is reasonably priced (three games for \$26.45 is about \$9 a game), and you might even find it for less through some of the mailorder software distributors.

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BYTE GAME GRID

Deadline

Chris Morgan Editor in Chief

The eternal dilemma of the reviewer of mysteries is how to discuss the plot without revealing the ending. But that's not a problem with Deadline, a fascinating new program from Infocom, the creators of the Zork family of adventure games.

Deadline puts you in the role of the detective, plants you firmly in the cliché-ridden trappings of a thirties murder mystery, and challenges you to discover the culprit. Naturally, this involves your wandering in and around a large mansion, the scene of the recent murder—apparently by poisoning—of the master of the house.

In classic adventure style, the game begins when you arrive at the front gate of the property, where you are given a typically elaborate description of your immediate surroundings. But Deadline is quite a different animal from traditional adventures. For one thing, it's much less deterministic. Your actions have definite, if sometimes



unpredictable, effects on the various characters who inhabit the mansion (all are suspects, incidentally). In fact, if you get too nosy in your clue-hunting, you may be threatened or, in some cases, killed. In these respects Deadline resembles the other programs in the Zork family of adventure games.

Deadline's radical departure from the prototypical mystery is that it has more than one ending. The denouement depends on your actions and possibly on randomizing factors I haven't detected yet.

As the detective, you have a varied repertoire of strategies. Among other things, you can gather objects, analyze them for fingerprints at the lab, test them for a specific substance, arrest people (for that you should wait until you're quite sure of yourself!), ask people to tell you about each other or about objects you show them, accuse and even *kill* a suspect in the event that one threatens your life, wait for someone to arrive at a particular place, and so on. You can also use relatively complicated sentences. For instance, "Put the wrapper, the ticket, and the nail file on the dresser" is syntactically acceptable.

The game takes 12 hours (Deadline hours, that is) to play. You begin at 8 a.m. and have until 8 p.m. to solve the mystery. As with other adventure-style games, you can save your position at any time if you want to restart the game and try a new approach. One thing I discovered (and it's not giving too much away) is that in many cases events in the game occur at prearranged times. For instance, a phone that rings at 9:06 a.m. on your first pass through the game will probably ring at 9:06 in future passes—something to keep in mind if you miss an opportunity during the first pass (a common occurrence, I assure you).

Philosophically, I found I was playing the game like an old detective inspired by Edgar Allan Poe. And like Poe's

character, I concentrated on the myriad clues rather than the characters. But the real key to success in this game, as I discovered, is to monitor both the clues and the characters with equal diligence. And watch out for red herrings: there are many more of them than I initially suspected.

Deadline's documentation is useful, complete, and even witty—surely a rarity in personal computer soft-

th the clues and the characwatch out for red herrings:
a than I initially suspected.
is useful, complete, and in personal computer soft
Deadline is more than mere escapism, however; it's not

Deadline is more than mere escapism, however; it's not for the player who prefers vicarious to actual experience. You're the one who'll do the work, and that includes solving the case. But in this case the work is great fun.

ware. With its clever, dossier-like folder for printed material, 8 by 10 glossy of the scene of the crime, actual

I do have one quibble: the beginning Deadline player deserves a few clues at the outset. After all, this is a very tricky game. For starters, it would be helpful to be present at the reading of the will. Rather than risk infuriating potential players by continuing, I have printed some pertinent clues upside down at the bottom of the page. Play the game for a few hours (real time, that is) before you glance at the clues. They don't give away too much, but they'll spare you a lot of make-work.

At a Glance

Name

Deadline

Type

Interactive mystery game

Manufacturer

Infocom Inc. 55 Wheeler St. Cambridge, MA 02138

Price

\$49.95 (\$59.95 for the CP/M and PDP-11 versions)

Computer

Any of the following with 32K bytes of read/write memory and one disk drive: Apple II or II Plus, Atari 400/800, any CP/M-based system with 8-inch disk drives, IBM Personal Computer, DEC PDP-11

Author

Marc Blank

Language

Interlogic Machine Language (an Infocom language)

Documentation

A computer reference card, an inspector's casebook, and a dossier that includes transcripts of interviews with witnesses, lab reports, letters, memos, an 8 by 10 glossy of the scene of the crime, and a small bag of pills "found near the body"

Audience

Game players

Clues for Deadline

·s12adsns

- reactions.

 8. Don't get preoccupied with clues at the expense of the
- times. But be careful! 7. Show the same clues to various people and compare their
- 6. It's instructive to follow certain characters around at
- reasons. Examine things carefully when appropriate.
- objects.
 4. The library is a particularly important room for several
- the newspaper when it arrives.

 3. George is a key character. Get his reactions to people and
- throughout Deadline. 2. Watch out for tricky wording in the game's description of
- I. Find out what's bothering the gardener. The way you phrase out well as

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Penetrator

Stan Wszola Technical Editor

Let's face it: graphics on the TRS-80 Models I and III have never been exciting. And playing games on a screen that has fat little pixels leaves a lot to be desired. That's why I got excited when I first saw Penetrator. Phillip Mitchell's game uses TRS-80 graphics in an imaginative and effective manner. Playing Penetrator on my Model III is like changing a carrot peeler into a Cuisinart.

The game begins with this scenario: you are the sole survivor of your squadron, and it is your job to invade the enemy's territory, penetrate the four defensive rings, destroy the cache of neutron bombs, and return to your base. The enemy defenses consist of radar stations, ground-based missiles, and alien parachutists who use themselves as ammunition. You are allotted five fighters per game.

In the game, you pilot an advanced fighter that is controlled by the four arrow keys on the keyboard or by an Alpha joystick. You press the appropriate keys or maneuver the stick to go up or down or to create right or left thrust. You can brake your fighter by pressing the ar-

Stage did Player -1- Score 8 Trainer

VE....

Stage 1: Your fighter has just entered enemy territory. You can see two missiles rising to destroy you. All player information is displayed on the top line.

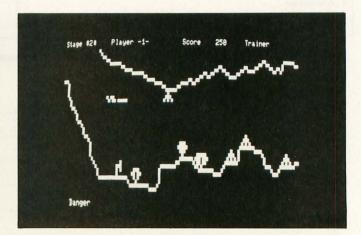
row key opposite from the direction you're flying. But you can't stop your fighter for any length of time because you must maintain forward momentum.

Your fighter's armaments include bombs launched by pressing the space bar or fire button and missiles fired by rapidly pressing the right arrow key or jiggling the joystick to the right. You use your weapons to destroy the missiles, parachutists, and radar stations in your path.

The object of the game is to score points by destroying the maximum number of missiles, radar bases, and aliens. Points are scored as follows:

Grounded missiles = 10
Flying missiles = 50
Radar bases = 100
Parachutists = 200
Neutron bombs = First = 1000
Second = 2000

Your score will be displayed in the upper right-hand corner of the screen.



Stage 2: You must pilot your fighter through a cavern. This stage of the game gives new meaning to the term "low ceiling."

At a Glance

Name

Penetrator

Type

One- or two-player arcade-style game

Manufacturer

Melbourne House 6917 Valjean Ave. Van Nuys, CA 91406 (213) 272-8456

Price

\$24.95

Author

Phillip Mitchell

Format

Cassette or 51/4-inch floppy disk. The game package includes both Model I and Model III versions.

Language

Z80 machine language

Computer

TRS-80 Model I or Model III with 48K bytes of memory and one disk drive. You will need a speaker amplifier to hear the sound effects, and the program is compatible with the Alpha (Ataritype) joystick.

Documentation

16-page booklet

Audience

Game players

Four Defensive Rings

The game is divided into four stages that increase in difficulty, so progressing through them requires constant concentration. Each stage demands a different strategy. In stage 1 you merely shoot enemy missiles and destroy every radar station in your path (see photo). The radar stations must be destroyed because they pass along information about your course and tactics; unless you destroy them, they increase the level of danger for your ship and make successive stages more difficult.

Stage 2 increases your chances of crashing by forcing you to fly in a cavern (see photo). The low ceilings, ground obstructions, and flying missiles greatly limit your maneuverability. Of course, you still must fire your missiles and drop bombs to score points.

Stage 3 tests your reflexes because it requires a coordinated use of the thrust and braking controls (see photo) to maneuver through narrow vertical and horizontal corridors. Missiles are located at the bottom of silos. Destroying a missile requires braking over the target,

dropping a bomb, and quickly maneuvering away in case you missed.

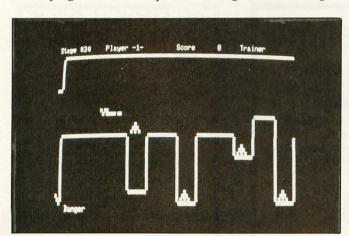
Stage 4 is the toughest of all. Not only does it incorporate features from all the previous stages, it adds alien parachutists (see photo). The aliens have a limited ability to maneuver themselves, so you can outmaneuver them even if you can't shoot them with your missiles.

If you manage to survive all four levels, you can destroy the neutron bombs at the center of the alien defensive rings and then try to fly back home through the four stages once more.

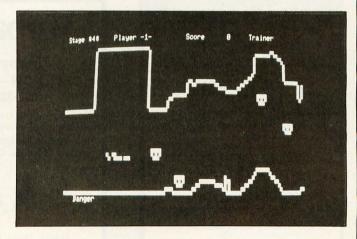
Game Features

If that were all there was to Penetrator, it would be a good game. But Mitchell gives us more: a training-simulation option and the ability to customize the game.

The training simulation lets you start at the beginning of any of the four stages with an unlimited number of ships at your disposal. The game will automatically



Stage 3: The enemy missiles are located in concrete silos, which makes them very difficult targets for your bombs.



Stage 4: Alien parachutists fall from the ceiling of the cavern. Beyond this stage is the neutron bomb cache.

BYTE GAME GRID

repeat any stage until you successfully complete it, and only then can you move on to the next higher stage. This is a nice feature if you want to practice mastering one particular stage.

The ability to tailor the game to suit your tastes is one of Penetrator's most attractive features. You can alter the shape of the landscape and change the number and position of the missiles and radar bases. The changes in the game may be saved to disk or cassette, and the game will prompt you at the start to load a previously saved landscape. This ensures that the game will always be fresh even to an experienced player. The feature also enables you to simplify the game for very young children or make it more challenging for battle-hardened players.

Conclusion

My only complaint with Penetrator concerns the methods you must use to control the fighter. When you control the game from the keyboard, using the arrow keys is awkward. The Alpha joystick is a better alternative because it offers greater control; unfortunately, it makes controlling missile fire tricky. If you jiggle the stick to the right too slowly, you get thrust instead of missile fire.

Penetrator is a perfect example of how "less is more." The game shows what an inspired programmer can do with the limited graphics of TRS-80 Models I and III. Because it is eminently playable and it can be customized, Penetrator will be on my game shelf for a long time. ■

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Character Editor for the Atari

DESIGN SPECIAL CHARACTERS
OR GRAPHICS SYMBOLS WHILE EXPLORING
THE ATARI'S ANTIC 4 AND 5 MODES.

Tim Kilby RR 1, Box 288-B Sperryville, VA 22740

One of the most powerful features of the Atari 400 and 800 computers is that they allow you to redefine the character set. Thus a creative programmer can design foreign-language alphabets, special symbol tables, or unique graphics characters for custom screen displays. This feature uses less memory than alternative Atari graphics modes and allows easy manipulation of characters in the form of text strings. Many of your favorite computer games use character graphics in BASIC mode 1 or the

Editor's Note: The Atari personal computers incorporate several sophisticated features that allow tremendous flexibility in the design of computer-generated graphics. Readers who want more background information on display lists and character modification should consult the following articles: "An Introduction to Atari Graphics," (January 1981 BYTE, page 18); "The Atari Tutorial, Part 1: The Display List," (September 1981 BYTE, page 284); and "The Atari Tutorial, Part 2: Graphics Indirection," (October 1981 BYTE, page 70). Other aspects of the Atari computers are covered in further articles in the Atari Tutorial series that appeared in BYTE from November 1981 through June 1982.

hardware-only ANTIC 4 mode. In this article I shall explain how to use the elusive five-color ANTIC 4 mode because it offers the greatest graphics resolution and design challenge.

In brief review, the Atari computers support three text modes (GRAPHICS 0 through 2) and six graphics modes (GRAPHICS 3 through 8) accessible through Atari BASIC. (The new GTIA-chipequipped computers have three additional graphics modes: GRAPHICS 9, 10. and 11.) But five more modes are available to BASIC programmers only through display-list modification. The display list is that set of instructions that determines how data found in screen memory will be displayed. Its beginning location in memory varies but can always be found in the pointers at memory locations 560 and 561 (230 and 231 hexadecimal). Both the display list and screen memory are subject to programmable modification.

While you may have heard of these hidden modes, few programmers take advantage of their unique features. The ANTIC 4 mode is very easy to

establish by means of a simple display-list modification, which can be accomplished by the program in listing 1. However, if you try to print text characters on the screen while in this mode they will be distorted and unreadable because in this mode character data is interpreted differently than in other text modes. The first time you use the ANTIC 4 or ANTIC 5 mode you will immediately see that normal character sets such as the one supplied with your computer just won't work. The best way to design a new character set, one that will work in ANTIC 4 mode, is to use a character-set editor, a program that will assist you in quickly designing a custom character set and saving it for future use. While several character editors are available commercially, none are specifically designed for use with ANTIC 4 and ANTIC 5 modes. The Character Graphics Editor will work with these modes.

Interpreting Character Data

A character set consists of 128 characters, each having an identifying character number and 8 bytes of

ATARI GRAPHICS

Listing 1: The ANTIC 4 Display-List Modifier program. Any text characters entered on the screen while this program is running will be unreadable.

10 REM ANTIC 4 Display List Modifier

20 GRAPHICS 0

30 DL=PEEK(560)+256*PEEK(561)

40 POKE DL+3,4+64

50 FOR I=0 TO 22 60 POKE DL+6+I,4

70 NEXT I

data that determine its shape. The character numbers, from 0 to 127 (called ATASCII numbers by Atari) are each stored as one byte in a program. The shape data for each character is stored permanently in the ROM (read-only memory) inside the computer. When you call GRAPHICS 0 mode and print text to the screen, the computer fetches 8 bytes of shape data for each character; each byte represents 8 bits of information for a total of 64 bits per character. Each byte of shape data is converted into an 8-bit binary number containing zeros and ones. A bit that is "on" (a number one) displays a dot. A bit that is "off" (a number zero) does not. In figure 1 you can see that the letter X has 24 on bits and 40 off bits. The computer dutifully displays the 24 on dots, which you perceive as the X character.

In ANTIC 4 mode, however, the 64 bits of character data are interpreted differently. The computer takes one byte at a time. Instead of breaking

down each byte into 8 separate bits, it takes 2-bit units, or bit pairs, and interprets each pair as a single dot in one of four colors (see figure 2). If neither bit in the pair is on, then the background color (whatever is in color register 4) is chosen and no dot appears on the screen. If a right-hand bit is on, the dot will be the color in register 0. If the left-hand bit is on, the dot will be the color in register 1. If both bits are on you will see a colored dot from register 2. (COLOR 1 comes from register 0, COLOR 2 from register 1, and so forth, except for COLOR 0, which comes from register 4.)

So, where the computer reads four bit pairs, four dots could be displayed for each byte with a choice of three colors, four if you count the background color. Characters are still 8 bytes tall, so you have 32 dots (or pixels, as they should be called) per character instead of 64, but the letters are not tall and skinny as you might expect. Each pixel in ANTIC 4 mode is twice as wide as in GRAPHICS 0 mode. The physical dimensions of the displayed character will be the same in either mode, and the screen still displays 40 characters per line by 24 lines.

Figure 3 is the ANTIC 4 mode interpretation of figure 2 showing how some dots in a character would be COLOR 1, some COLOR 2, and some COLOR 3. Such characters look confusing on the screen. We

have to redesign them if we are to use them in this mode.

Designing ANTIC 4 Characters

Usually redesigning an alphabetic character to read properly in ANTIC 4 mode requires working with one color at a time. Referring back to figure 1, use only bits in columns 0, 2, 4, and 6 for characters with register 0 color, and columns 1, 3, 5, and 7 for characters with register 1 color. If both bits of a pair are on, then a third color, from register 2, will be used. But with the Character Graphics Editor program, you won't have to worry about bit columns or register numbers. By choosing a color, either 1, 2, or 3, the editor automatically plots points in the right position. If the letter X were redesigned, it might look like one of the versions illustrated in figures 4 and 5. Each variation produces the same character (except for color) in ANTIC 4. Notice that bit pair 0-1 on the right was not used in these cases; the right bit-pair column was left blank for spacing between text characters. This is not necessary when designing graphics symbols, especially when combining two or more characters to make one large character. For example, you could redefine the letters C, A, and R to be the front, midsection, and back of an automobile. Multiple colors could be incorporated for detail and realism.

A fifth color can be achieved by de-

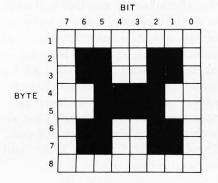


Figure 1: GRAPHICS 0 mode bit map for the X character. A character is composed of 64 bits, with selected bits turned on to display the character.

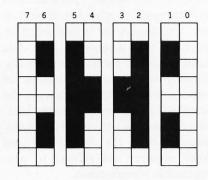


Figure 2: ANTIC 4 bit map for the X character. The bit map is divided into bit pairs for use by ANTIC 4 and 5 modes.

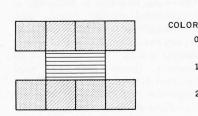


Figure 3: *ANTIC 4 mode interpretation of figure 2. The configuration of the bit pairs determines the color on the screen.*

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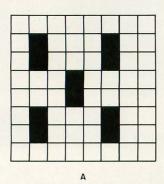
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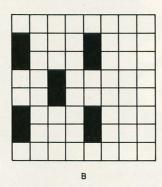


Figure 4: Alternative configurations for bit pairs. If all the right-hand bits are on, as in A, the X would be the color in register 0, while the X in figure B would be the color in register 1.

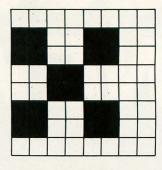


Figure 5: Inverse video character. By having all the bits in the bit pairs on and printing the character as an inverse video character you can obtain the color in register 3.

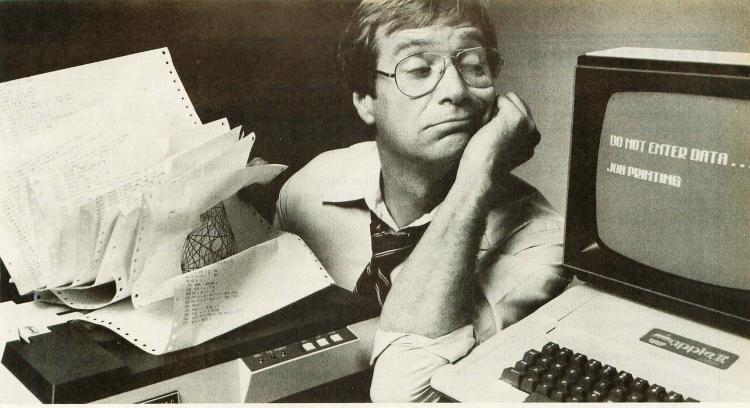
signing the character to have both bits in a bit pair on and printing the character as an inverse-video character (setting the most significant name bit). The X in figure 5, for example, if printed inverse, would be printed in the register 3 color. A single on bit, either left or right in a bit pair, will

not be affected by inverse video; only when both bits are on will the color switch with inverse printing. Using this technique you can have a total of four character colors plus the background color, just like GRAPHICS modes 1 and 2. ANTIC 4 mode allows the use of all 128 characters at

one time, whereas GRAPHICS 1 and 2 allow only 64 characters at a time.

ANTIC 5 mode is another hardware-only mode, just like ANTIC 4 except the characters are twice as tall. Twelve lines of ANTIC 5 mode characters will fit onto a full video display screen. The same redefined character





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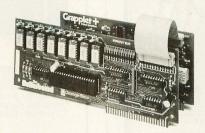
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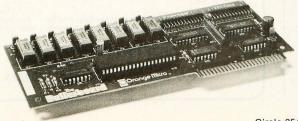
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Listing 2: The ANTIC 5 Display-List Modifier program. Characters entered on the screen will be displayed twice as tall as normal, again making them unreadable.

10 REM ANTIC 5 Display List Modifier 20 GRAPHICS 0 DL=PEEK(560)+256*PEEK(561) 30 40 POKE DL+3,5+64 50 FOR I=0 TO 10 60 POKE DL+6+1,5 70 NEXT I 80 POKE DL+17,65: POKE DL+18, PEEK (560):

FOKE DL+19, PEEK (561)

set used in ANTIC 4 mode may be used for ANTIC 5 mode. The displaylist modification is similar to that for ANTIC 4 mode (see listing 2). Although I have never seen ANTIC 5 mode used in a practical program, the tall text characters do offer exciting potential.

Listing 3 demonstrates multicharacter, multicolored graphic symbols; the special characters are incorporated into the program in the form of DATA statements. The program displays GRAPHICS 0, ANTIC 4,

and ANTIC 5 modes with five colors of characters. Look for the inverse video characters (underlined) in lines 110 and 140.

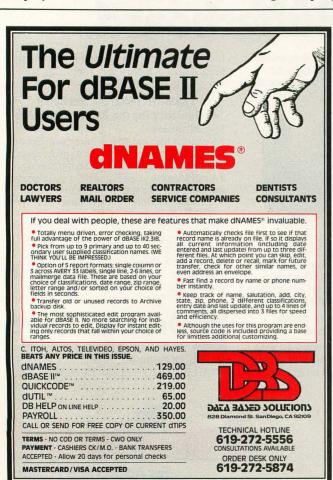
Character Graphics Editor

One way to design a character set is by hand. With lots of graph paper, colored pens, and imagination, you can design a set in an hour or so. Then you must convert the graphic data into numerical data and code it in a program as DATA statements. This isn't difficult, but it is very time consuming. With the Character Graphics Editor program, the Atari computer can handle all these tasks, except for supplying the imagination, so let it do the work. Type in listing 4, using inverse characters whenever you see an underlined character. Line 140 has an Escape/Control key sequence in braces that will cause a down arrow to appear on the screen during the program run. The program requires 13K bytes of free RAM (random-access read/write memory).

If you've used other character editors before, you'll probably find this one different visually and operationally. You will need to understand how ANTIC 4 and ANTIC 5 modes interpret data, as previously explained, because you will be working with three colors in a 4- by 8-dot grid.

When you run the editor, the screen will be divided into five windows, each for a different mode. The top window (GRAPHICS 3) displays an enlarged character in two grids. The left grid is the working grid; the right grid is an 8- by 8-dot interpretation of the left grid. Below these is the instruction window; watch for prompts and the menu here.

Next is a mode-switchable window containing the entire 128-character set, and below that are two windows, ANTIC 4 mode and ANTIC 5 mode





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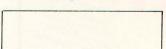
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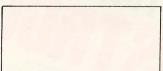
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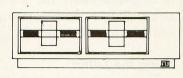
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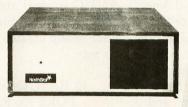
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respectively, that will show actualsize samples of your design singularly, in inverse video, and in a multiple string. Plug a joystick into port 1, and you're ready to design.

Using the Editor

The character set initially loaded is the Atari standard set. The first character displayed, the letter A, doesn't look like a letter at all. Press C for clear. Your joystick movements will reposition the red cursor. Press the Fire button and a yellow dot will be plotted behind the cursor. (I know you'll want to move the cursor just to see if the dot is really there.) Press the button again and the dot will be erased. Select a color by pressing 1, 2, or 3. Atari's default colors (1 equals orange, 2 equals light green, and 3 equals blue) will be used for now. If you plot blue dots in the top window, the character's inverse color will be color 4, red. Using the SETCOLOR command, you can choose any character and background colors you wish in your own programs.

Press E to edit a different character. The Escape key, normally required to display some characters, isn't needed. The down arrow, for example, is displayed by pressing the Control and = keys simultaneously.

To save your character set as a data file, press S and enter a filename (cassette users should enter C: as a file-

name). Load a previously saved data file by pressing L and entering a filename. Pressing the Select key alters the display list so that the entire character set in the third window switches from GRAPHICS 0 to ANTIC 4 mode. Test any letter or character combination by pressing T and the inverse (Atari logo) key, if you wish.

Now that you have the tool to make a proper character set, put it to use in a practical program of your own. Type in either listing 1 for an ANTIC 4 screen or listing 2 for ANTIC 5. Add the following lines and you will be able to load and use your newly created graphics character set:

10 RAMTOP=PEEK(106):
POKE 106,RAMTOP-8:
CHBASE=RAMTOP+4
20 OPEN #1,4,0, "filename":
REM change filename to
the one you used.
200 FOR I=0 TO 1023:
GET #1,D:
POKE CHBASE*256+I,D:
NEXT I
210 POKE 756,CHBASE

Special Features

The Character Graphics Editor program uses several features that greatly enhance the program execution speed and could be used in your own BASIC

programs. A machine-language display-list interrupt (DLI) service routine is loaded into page 6 of the computer's memory at initialization. It allows the use of the standard character set in the menu window while displaying custom characters in the lower half of the screen display. The service routine is called 60 times per second by the DLI instruction located in the modified display list. Without this feature the menu would be unreadable.

A second machine-language routine, only 6 bytes long, saves and loads the character set in a fraction of the time it would take if the program used PUT and GET commands in loops. It too is located in page 6 and is initiated by a USR call.

String manipulations are used to transfer the standard character set from ROM to RAM, where it can be altered. String manipulations are also used to transfer a string containing zeros into screen memory, thus clearing displays with machine-language speed.

Player-missile graphics, an extremely powerful feature of the Atari computers, is used for the cursor and the two grid patterns of the Character Graphics Editor screen display. The cursor is moved via another string manipulation that is so fast that a delay loop was necessary to slow it down to a usable speed.

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ATARI GRAPHICS

started using ANTIC 4 or ANTIC 5, try to design a character set to graph molecular structures, a set of architectural symbols used in house-plan designs, or maybe a set of terrain symbols for a board game. The Character Graphics Editor can open two new modes for you, so let your creativity flow.

Listing 3: The Demo program demonstrates the GRAPHICS 0, ANTIC 4, and ANTIC 5 modes with multicharacter, multicolored graphics symbols.

```
5 REM ANTIC 4 & 5 Demo Program
10 GOSUB 1000
20 DIM ORCH1$(3), ORCH2$(3)
30 GRAPHICS 0
40 SETCOLOR 0,4,6:SETCOLOR 2,0,14:SETC
OLOR 1,8,6;SETCOLOR 3,14,12;SETCOLOR 4
,0,10
50 DL=PEEK(560)+256*PEEK(561)
60 POKE DL+3,68
70 FOR I=0 TO 6:POKE DL+I+6,4:NEXT I
80 FOR I=0 TO 3:POKE DL+I+15,5:NEXT I
90 POKE DL+24,65: POKE DL+25, PEEK (560):
FOKE DL+26, PEEK (561)
100 POKE 756, CADR/256

110 ORCH1$="ab":ORCH2$="cd"

120 FOR R=0 TO 3:FOR I=0 TO 11:? ORCH1

$;:NEXT I:? "":FOR I=0 TO 11:? ORCH2$;
28)
140 POSITION 16,11:? "eeeeffff":FOSI
TION 16,12:? "99999999
150 POSITION 8,14:? CHR$(27); CHR$(28);
  THIS IS ANTIC 5 MODE "; CHR$(27); CHR$
(28)
160 END
1000 POKE 106, PEEK(106)-5: GRAPHICS 0:P
RINT "Transferring characters from ROM
       RAM
```

1020 FOR I=0 TO 1023: POKE CADR+I. PEEK(

1010 CADR=256*(PEEK(106)+1)

```
57344+I):NEXT I
1030 ? :? "Redefining 7 characters . .
1040 FOR I=0 TO 55:READ X:FOKE 776+CAD
R+I,X; NEXT I
1050 DATA 3,63,247,255,255,61,223,61
1060 DATA 240,124,252,223,253,255,252,
244
1070 DATA 3,3,3,15,63,0,0,0
1080 DATA 192,192,192,240,252,0,0,0
1090 DATA 0,170,187,170,187,170,187,17
1100 DATA 0.85.255.85.255.85.255.85
1110 DATA 255,85,255,85,255,85,255,85
1120 RETURN
```

Listing 4: The Character Graphics Editor program. It allows you to design your own character set of graphics for use in the ANTIC 4 and 5 modes.

```
10 REM CHARACTER GRAPHICS EDITOR
20 REM (C) Copyright 1982 Tim Kilby
50 DIM A$(1), O$(1), CLEAR2$(1), ZERO$(1)
,CLEAR1$(1),CLEAR4$(1),FILE$(15),A(7,8
60 GOTO 1600
80 SOUND 0, Y/2+100-X/4, 10, 4: FOR D=1 TO
 8:NEXT D:SOUND 0,0,0,0:RETURN
100 REM MENU
110 GOSUB 180: POSITION 1,0
120 ? "Edit
                             Load Set
                                          C
130 ? "Color 1,2,or 3
                            Save Set
140 ? "SELECT
                 CESC-ESC-ESC-CTRL-=3mod
e(ESC-ESC-ESC-CTRL-=)
                                  * CHOOSE
 ONE *"::RETURN
180 CLEAR2$=ZERO$(1,120):RETURN
200 REM SCREEN MEMORY ORIENTATION
210 POKE 87,3:POKE 88,PEEK(DL+4):FOKE
89,PEEK(DL+5):RETURN
220 POKE 82.1:POKE 87.0:POKE 88.HOME+1
00-INT((HOME+100)/256)*256:POKE 89,INT
((HOME+100)/256):RETURN
230 FOKE 82,4:POKE 87,0:FOKE 88,HOME+2
20-INT((HOME+220)/256)*256:FOKE 89,INT
((HOME+220)/256): RETURN
240 POKE 82,2:POKE 87,0:POKE 88,HOME+3
80-INT((HOME+380)/256)*256:POKE 89,INT
((HOME+380)/256): RETURN
250 POKE 82,2:POKE 87,0:POKE 88,HOME+4
```

((HOME+460)/256): RETURN 300 REM PLOT POINTS 310 GOSUB 210:F=X/4:G=(Y-20)/4:LOCATE 8+F,G+1,A:SOUND 0,20+G-F,10,2:COLOR C* (A=0):PLOT 8+F,G+1:PLOT 9+F,G+1 320 IF C=1 THEN PLOT 28+F,G+1:COLOR 0: PLOT 27+F,G+1:A(G,F+1)=INT(2^(6-F)+0.1 330 IF C=2 THEN PLOT 27+F.G+1:COLOR 0: PLOT 28+F,G+1:A(G,F)=INT(2^(7-F)+0.1) 340 IF C=3 THEN FLOT 27+F,G+1:PLOT 28+ $F,G+1:A(G,F)=INT(2^{(7-F)+0.1}):A(G,F+1)$ =INT(2^(6-F)+0.1) 350 IF A>0 THEN A(G,F)=0:A(G,F+1)=0 $A(G,B)=0:FOR\ D=0\ TO\ 7:A(G,B)=A(G,B)$)+A(G,D):NEXT D:POKE CHBASE+CHR*8+G,A(G,8) 370 SOUND 0.0.0.0:GOSUB 220:RETURN 400 REM EDIT 410 GOSUB 180: GOSUB 480 420 POSITION 10,1:? "- Select characte 430 GET #3, CHR: GOSUB 500: GOSUB 220: RET HEN 470 FOR A=0 TO 7:POKE CHBASE+CHR*8+A.0 :NEXT A 480 CLEAR1\$=ZERO\$(1,100) 490 FOR A=0 TO 7:FOR E=0 TO 8:A(A,B)=0 :NEXT B:NEXT A:RETURN 500 REM <u>PLOT CHARACTER</u> 510 POSITION 6,0:? "Use joystick to mo ve cursor.": POSITION 8,1:? "Press FIRE to plot point." 520 POSITION 14,2:? "(M for MENU)"; 530 GOSUB 240: POSITION 11,1:? CHR\$(27); CHR\$(CHR): POSITION 18,1:? CHR\$(27); CH R\$(CHR+128):POSITION 25,1 540 FOR A=1 TO 5:? CHR\$(27); CHR\$(CHR); :NEXT A:? :GOSUB 250 550 POSITION 11,11? CHR\$(27);CHR\$(CHR); FOSITION 18,1:? CHR\$(27);CHR\$(CHR+128):POSITION 25,1 560 FOR A=0 TO 5:? CHR\$(27);CHR\$(CHR); :NEXT A:GOSUB 210:IF CHR>127 THEN CHR= CHR-128 570 IF CHR>127 THEN CHR=CHR-128 580 IF CHR>31 AND CHR<96 THEN CHR=CHR-32:GOTO 600 590 IF CHR<32 THEN CHR=CHR+64 600 R=CHBASE+CHR*8:FOR A=0 TO 7:D=PEEK

Listing 4 continued on page 179

610 F=0:IF D>127 THEN D=D-128:F=F+1:CO LOR 2:PLOT 27,8:PLOT 8,8:PLOT 9,8:A(A,

0)=128:A(A,8)=A(A,8)+A(A,0)

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60-INT((HOME+460)/256)*256:FOKE 89,INT

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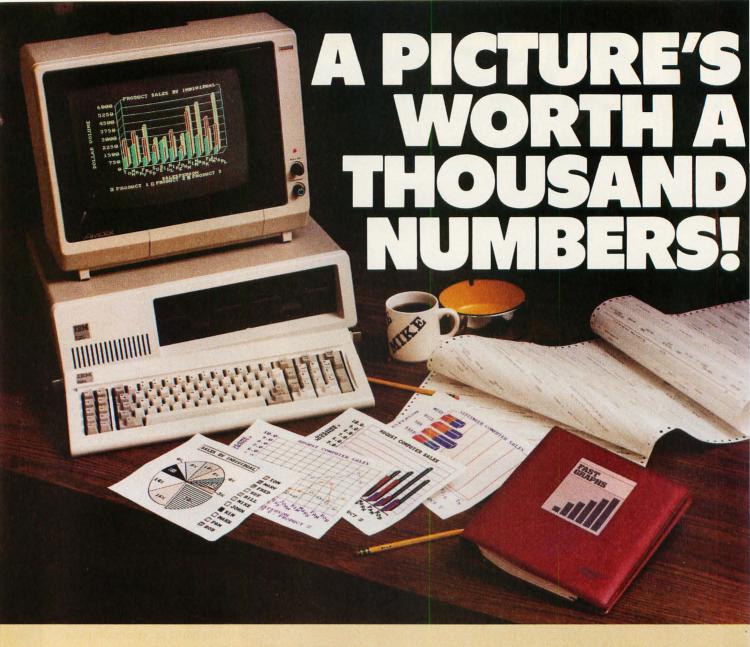
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ATARI GRAPHICS

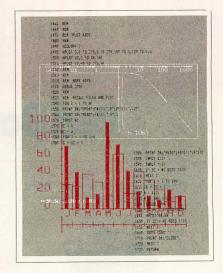
Listing 4 continued: 620 IF D>63 THEN D=D-64:F=F+1:COLOR 1: PLOT 28,8:PLOT 8,8:PLOT 9,8:A(A,1)=64: A(A,8)=A(A,8)+A(A,1) 630 IF F>1 THEN COLOR 3:PLOT 27,B:PLOT 28,B:PLOT 8,B:PLOT 9,B F=0:IF D>31 THEN D=D-32:F=F+1:COLO R 2:PLOT 29,B:PLOT 10,B:PLOT 11,B:A(A, 2)=32:A(A,8)=A(A,8)+A(A,2)650 IF D>15 THEN D=D-16:F=F+1:COLOR 1: FLOT 30,B:FLOT 10,B:FLOT 11,B:A(A,3)=1 6:A(A,8)=A(A,8)+A(A,3) 660 IF F>1 THEN COLOR 3:PLOT 29,B:PLOT 30,B:PLOT 10,B:PLOT 11,B 670 F=0:IF D>7 THEN D=D-8:F=F+1:COLOR 2:PLOT 31,8:PLOT 12,8:PLOT 13,8:A(A,4) 28:A(A,B)=A(A,B)+A(A,A) 680 IF D>3 THEN D=D-4:F=F+1:COLOR 1:PL OT 32,B:PLOT 12,B:PLOT 13,B:A(A,5)=4:A (A,8)=A(A,8)+A(A,5)690 IF F>1 THEN COLOR 3:PLOT 31,B:PLOT 32,8:PLOT 12,8:PLOT 13,8 700 F=0:IF D>1 THEN D=D-2:F=F+1:COLOR 2:FLOT 33,8:FLOT 14,8:FLOT 15,8:A(A,6) =2:A(A,8)=A(A,8)+A(A,6)710 IF D>0 THEN F=F+1:COLOR 1:PLOT 34, B:FLOT 14,B:FLOT 15,B:A(A,7)=1:A(A,8)= A(A,8)+A(A,7)720 IF F>1 THEN COLOR 3:PLOT 33,B:PLOT 34,B:PLOT 14,B:PLOT 15,B 730 NEXT A: GOSUB 220: RETURN 800 REM TEST CHARACTERS 810 GOSUB 180: POSITION 5,0:? "Your typ ed characters": FOSITION 7,1:? "will ap NORMAL" pear below. 820 FOSITION 2,2:? "- Fress RETURN f menu -" 830 D=1:FOKE 764,255:CLEAR4\$=ZERO\$:GOS UB 480 840 IF PEFK(764)=255 THEN 840 850 IF FEEK(764)=39 OR FEEK(764)=103 T HEN 900 860 GET #3, CHR: IF CHR=155 THEN GOSUB 4 80:CLEAR4\$=ZERO\$:GOSUB 220:POKE 694,0: RETURN 870 GOSUB 240:POSITION D,1:? CHR\$(27); CHR\$(CHR):GOSUB 250:POSITION D,1:? CHR \$(27); CHR\$(CHR) 880 D=D+1:IF D>38 THEN D=1 890 POKE 764,255:GOTO 840 900 POKE 694,128*(PEEK(694)=0):POKE 53 279,0:GOSUB 220 910 IF PEEK(694)=128 THEN POSITION 29, 1:? "<u>INVERSE</u>" 920 IF FEEK(694)=0 THEN POSITION 29,1: NORMAL 930 FOKE 764,255:GOTO 840 1000 REM <u>LOAD CHARACTER SET</u>
1010 GOSUB 1080:TRAP 1140:OPEN #1,4,0,
FILE#:FOKE 850,7:GOSUB 1120:RETURN
1080 POKE 752,0:GOSUB 220:GOSUB 180:PO
SITION 1,0:? "Enter FILENAME. (e.g. D1 :FILENAME.SET)" 1090 FOSITION 11,1:INPUT FILE\$:POKE 75 2,1:GOSUB 180:RETURN 1100 REM SAVE CHARACTER SET 1110 GOSUB 1080:TRAP 1140:DPEN #1,8,0, FILE#:POKE 850,11:GOSUB 1120:RETURN 1120 POKE 852,0:POKE 853,CHBASE/256:PO KE 856,0:POKE 857,4:POKE 756,CHBASE/25 6:A=USR(1555) 1130 CLOSE #1:TRAP 40000:POKE 54286,19 2:POKE 756,224:RETURN 1140 GOSUB 180: POSITION 1,1:? CHR\$(253);"-Ead connection or improper filenam e-":FOR D=1 TO 600:NEXT D:GOTO 1130 1200 REM JOYSTICK 1210 A=STICK(0):B=STRIG(0) 1220 IF A=7 THEN X=X+8:IF X>24 THEN X= 1230 IF A=11 THEN X=X-8:IF X<0 THEN X= 1240 IF A=14 THEN Y=Y-4: IF Y<20 THEN Y =48 1250 IF A=13 THEN Y=Y+4: IF Y>48 THEN Y 1260 FOKE 53251, X+56: A\$=0\$(81-Y,81-Y+1 28) 1270 IF B=1 AND A<>15 THEN GOSUB BO

1280 IF PEEK(764)<>255 THEN GOSUB 1400 1290 IF PEEK(53279)=5 THEN FOR D=0 TO

3:POKE DL+D+19,4*(PEEK(DL+D+19)=2)+2*(FEEK(DL+D+19)=4):NEXT D 1300 IF B=0 THEN GOSUB 300 1310 GOTO 1200 1400 REM KEYBOARD CHECK 1410 GOSUB 220:GET #3, KEY: IF KEY=76 TH EN GOSUB 1000: GOSUB 100 1420 IF KEY=83 THEN GOSUB 1100:GOSUB 1 0.0 1430 IF KEY=69 THEN GOSUB 400 1440 IF KEY=67 THEN GOSUB 470 1450 IF KEY=84 THEN GOSUB 800:GOSUB 10 1460 IF KEY=77 OR KEY=32 THEN GOSUB 10 1470 IF KEY=49 THEN C=1 1480 IF KEY=50 THEN C=2 1490 IF KEY=51 THEN C=3 1500 POKE 764,255:RETURN 1600 REM INITILIZATION 1610 RAMTOP=PEEK(106)-12:POKE 89,RAMTO P:POKE 88,0:? CHR\$(125):C=1:CHR=65:OPE N #3,4,0,"K:" 1620 FOKE 106,RAMTOF:CHBASE=(RAMTOF+8) *256:PMBASE=(RAMTOP+4)*256:GRAPHICS 0: FOKE 710,176 1630 POKE 203, CHBASE/256: POSITION 9,3: " INITIALIZING PROGRAM";: GOSUB 490 1640 FOR A=0 TO 24:READ B:POKE 1536+A, B:NEXT A:POKE 512,0:POKE 513,6 1650 VT=PEEK(134)+256*PEEK(135):AT=PEE K(140)+256*PEEK(141) 1660 X=CHBASE-AT:Y=57344-AT:GOSUB 1800 1670 POKE VT+2,X2:FOKE VT+3,X1:POKE VT+4,1:POKE VT+5,4:POKE VT+6,1:POKE VT+7 1680 POKE VT+10, Y2: POKE VT+11, Y1: POKE VT+12,1:POKE VT+13,4:POKE VT+14,1:POKE VT+15,4:A\$=0\$ 1690 X=PMBASE+896-AT:Y=PMBASE-AT:GOSUB 1800: POKE VT+2, X2: POKE VT+3, X1: POKE V T+10, Y2: FOKE VT+11, Y1 1700 X=FEEK(88)+256*PEEK(89)+100-AT:Y= RAMTOP*256-AT:GOSUB 1800:POKE VT+18,X2 :POKE VT+19,X1:POKE VT+26,Y2 1710 POKE VT+27,Y1:X=PEEK(88)+256*PEEK (89)-AT:GOSUB 1800:POKE VT+34,X2:FOKE VT+35,X1 1720 X=FEEK(88)+256*PEEK(89)+380-AT:GO SUB 1800: POKE VT+42, X2: POKE VT+43, X1 1730 FOR A=4 TO 44 STEP 8: FOR E=0 TO 3 :READ D:POKE VT+A+B,D:NEXT B:NEXT A:GO TO 2000 1800 X1=INT(X/256):X2=INT(X-(256*X1)): Y1=INT(Y/256):Y2=INT(Y-(256*Y1)):RETUR 2000 REM <u>PLAYER/MISSILE GRA</u> 2010 POKE 54279, PMBASE/256 GRAPHICS 2020 FOR D=53248 TO 53255:READ X:POKE D,X:NEXT D:FOR D=53256 TO 53258:POKE D ,1:NEXT D:POKE 53259,3:X=0 2030 FOR A=0 TO 256 STEP 128:FOR D=20 TO 52 STEP 4: POKE PMBASE+512+A+D, 21:NE XT D:NEXT A 2040 FOR D=22 TO 50 STEP 4:POKE PMBASE +384+D,85:NEXT D:POKE 623,17 2050 Y=20:FOR D=0 TO 3:POKE PMBASE+D+Y +896,3:NEXT D:FOR D=0 TO 3:POKE PMBASE +D+80,3:NEXT D 2200 REM ESTABLISH DISPLAY SCREEN 2210 GRAPHICS 0:POKE 752,1:POKE 711,68 :DL=PEEK(560)+256*PEEK(561):HOME=PEEK(DL+4)+256*PEEK(DL+5):POKE DL+3,72 2220 FOR D=0 TO 8:FORE DL+D+6,8:NEXT D
:FORE DL+18,144:FORE DL+23,4:FORE DL+2
4,4:FORE DL+25,5:FORE DL+26,5
2230 FORE DL+27,65:FORE DL+28,FEEK(560
):FORE DL+29,FEEK(561):FORE 54286,192 2240 GOSUB 230:POSITION 4,0:FOR F=0 TO 3:FOR D=0 TO 31:? CHR\$(27);CHR\$(D+32*F);:NEXT D:? :NEXT F 2250 POKE 559,46:POKE 53277,3:GOSUB 53 0:GOSUB 220:GOSUB 100:FOR D=0 TO 2:POK 704+D,6:NEXT D:FOKE 707,68:GOTO 1200 2400 DATA 72,138,72,152,72,165,203,141,10,212,141,9,212,104,168,104,170,104, 64,104,162,16,76,86,228 2410 DATA 128,0,128,0,128,1,128,1,120,0,120,0,160,0,160,0,100,0,100,0,160,0,

2420 DATA 149,161,173,56,83,91,99,107

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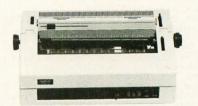


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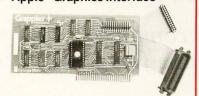
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Product Description

Lotus Development Corporation's 1-2-3

A fast, versatile package that combines spreadsheet, graphing, and database functions

> Gregg Williams Senior Editor

When does "evolution" become "revolution"? When I first saw 1-2-3, a spreadsheet/database/graphing system from Lotus Development Corporation, I thought, "Hmm, very well done, but it's just an extension of existing software." True enough. But after using the product for a few hours, I realized it impressed me as more than just an evolutionary product. There may be nothing new under the sun, as they say, but there are novel ways to combine old things. In that sense, Lotus's 1-2-3 is modestly revolutionary because it synergetically combines three packages. In this product description, we'll take a look at the system's capabilities.

Spreadsheet Capabilities

1-2-3 is, above all else, a spreadsheet. Like most spreadsheets, it lets you enter either text, numbers, or formulas in a network of "cells" so that, by changing the content of certain cells, you can perform an involved set of calculations automatically. It's safe to say that 1-2-3 has all the features you've ever seen on spreadsheets. You can copy ranges of cells, insert and delete rows and columns, change the output format of a range of cells or the width of a column of cells, and do numerous other functions.

The size of the spreadsheet is 2048 rows of 256 columns. Lotus claims that 1-2-3 will handle up to 640K bytes of memory. You can't fill the entire spreadsheet with that, but it's probably considerably more than enough for most applications.

1-2-3 will soon be available for the IBM Personal Computer (PC) and will eventually be converted to other

microcomputers that use the Intel 8086 or 8088 microprocessor. The initial version of 1-2-3 will need an IBM PC with two disk drives, 128K bytes of memory, and either a monochrome or a color display; if the computer has both, you can view the spreadsheet (on the monochrome monitor) and graphs (on the color monitor) at the same time. If you have only the monochrome video display, you cannot view your graphs; you can only print them out. If you have only the color video display, you can alternate between viewing the spreadsheet and the graph.

Graphing Capabilities

1-2-3's sophisticated graphing commands enable you to create graphs of up to four variables using information already on the spreadsheet. Photo 1a shows a small spreadsheet; photos 1b and 1c show the two graphs of the same data. You can ask for one of five kinds of graphs, including bar and line graphs (of which photo 1b is an example), a pie chart (of one variable only), a stacked bar chart, or an x-y graph (two lists of variables used as x-y coordinate pairs). During my first session, I set up the parameters for a graph in under three minutes; after a few tries, I could do it in less than a minute. The graph is drawn in under two seconds—a far cry from graphing, say, on the Apple II.

Once you've made a graph, three keystrokes will display it in another form; if data in the spreadsheet has been changed, you can display a revised graph with one keystroke. Various options let you change the look of a graph; you can display one in black-and-white if you don't have a color monitor attached to the color video in-

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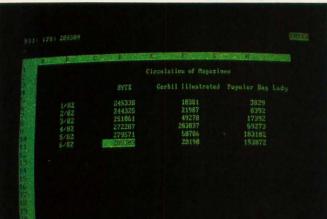


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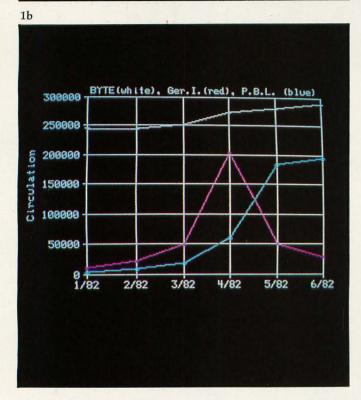


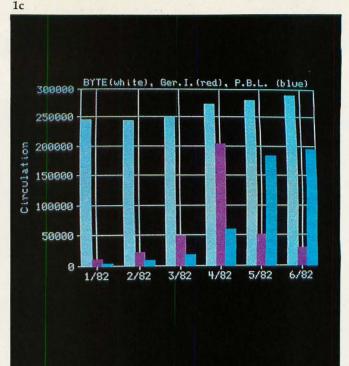
Photo 1: Making graphs from spreadsheet data. Given the small spreadsheet shown in photo 1a, the line graph in photo 1b and the bar graph in photo 1c were both made from the data on the spreadsheet. Once the data to be used has been specified, a different type of graph can be drawn (or a graph with new data can be redrawn) in less than two seconds.

terface. You can also send a graph to the printer; at the moment, only the Epson MX-80 printer is supported, but others will be supported in the final version.

Database Capabilities

You can also use 1–2–3 as a database for storing, sorting, and retrieving records. Although its database capabilities are not comparable to those of, say, dBASE II, they are very useful in conjunction with the other two.

1-2-3 will take an arbitrary area of the spreadsheet to be a database; the entries on a given row are considered to be a *record*, and record fields must be vertically



aligned. (The database can be anywhere on the spreadsheet along with nondatabase information.) You can sort a set of records, query it, or use it to retrieve selected records. Records are sorted by a maximum of two keys, each of which specifies a sort operation by either ascending or descending order. The query and retrieve operations are very similar. Both find records that match certain criteria; the former modifies the action of the cursorup and cursor-down keys so that the cursor will highlight only records that match the criteria, and the latter copies the matching records into a designated area of the spreadsheet.

Photo 2a shows a small collection of records that is being readied for a retrieve operation. 1–2–3 prompts you for the area of the spreadsheet that is considered a collection of records; when you choose that area, 1–2–3 highlights it in reverse video. The top line of the database area contains the values (or, in the case of inequalities, the relationships) you're searching for, the second line is the name for each field, and the lines below that are the actual records. Once the retrieve function is completed, the matching records are deposited in the assigned destination area (see photo 2b).

Granted, 1–2–3's database capabilities don't match those of the expensive databases, so it would be foolish to buy the system in lieu of a full-featured one. But *selection* is a fundamental data-manipulation operation, and any package that can speak to this need is superior to those that don't. I suspect that the database functions in 1–2–3 will be used most often to isolate specific data that will then be graphed (if you had to isolate the data manually, you probably wouldn't bother graphing it). Still, 1–2–3's database can be used in several traditional applications as well as in some less traditional ones—scheduling, for example.

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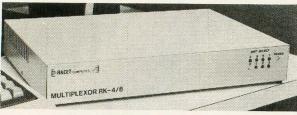
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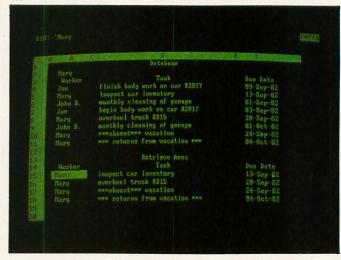


Photo 2: The retrieve function in 1–2–3. If we consider a series of spreadsheet rows to be records of a file, we can select certain records based on given criteria. In photo 2a, we are setting up a database of records (shown in inverse video) to be queried for all the records that have a name field of "Mary"; 1-2-3 will place the matching records in a separate area in the bottom half of the screen, as shown in photo 2b.

The Computing Power of 1-2-3

We've seen enough spreadsheet programs to expect each new one to improve on the previous versions. In this case, the program fulfills our expectations; 1-2-3 is the product of a few very creative minds. The program was designed by Mitch Kapor and Jonathan Sachs and programmed by Sachs, George Riner, and Rick Ross. Sachs worked on four spreadsheet programs before this, and 1-2-3's easy-to-use design reflects his experience.

Numbers alone don't tell the full story, but they'll have to do here. Visicorp's Visicalc for the IBM Personal Computer has 15 arithmetic, logical, and relational operators, 28 functions, and 32 commands. 1-2-3 has 15 operators, 41 functions, and 66 spreadsheet-related commands. If we include the database and graphing commands, 1-2-3 actually has 110 commands.



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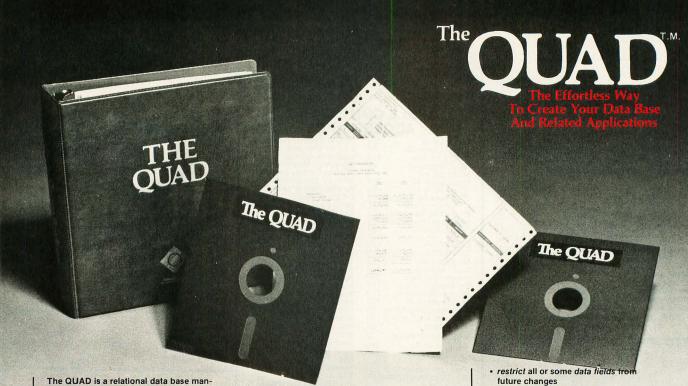
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		AGED	RECEIVABLES			
ABC CORPOR 7700 American Seattle: WA 98	Way					
06-15-82						
CUSTOMER .	CUSTOMER NAME	CURRENT	30-59 DAYS	60-49 DAYS	90 & OVER	TOTAL
0110	AGE Manufacturing	1 500 00	350.00			\$ 18500
0210	Brain Fabrication	4 750 87		750 00		5 500 8
1056	Klassic Koins	8.970.00	1.750.00	496 50	970 00	12 186 5
1820	Richardson Doors	754 80				754 8
2501	Yarrow Bay Boat Co	14 776 00				14 778 0
	TOTAL RECEIVABLES	\$ 30 753 67	\$ 2100.00	\$ 1246.50	\$ 970.00	\$ 35,070 1

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- during the data entry process utilize your terminal's video capabilities when creating your terminal update

- edit each data field for items such as phone numbers, numeric data, alpha-numeric data, date, time, social security number, etc., or your own defined edits
- · IF-THEN logic available during both terminal and batch updating

SAMPLE SCREEN

06/08/82	ADD C	order En	try Inform	nation	00	of /5 Recor	ds
Order Entry	Line Iter	n for CL	STOME	R#	1005	Klassic Koi	ns
	C	stomer	SPON	umber	43	25	
Salespe	rson #	15	Martin	Smith			
Iten	1 #	C8507					
ITE	М	Nuts an	d Bolts	QTY Cha		100.00	
				Exte	ended	50.00	
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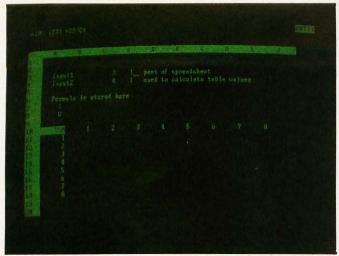


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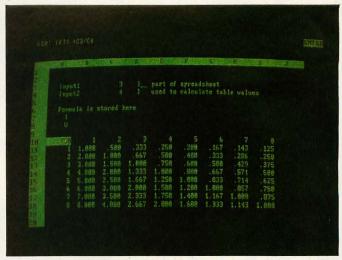


Photo 3: Two-dimensional table creation in 1–2–3. When it's given a spreadsheet, two lists of input values, input cells for both lists, and an output cell, 1–2–3 can automatically create a table that gives the output value for each combination of the two input values. Photos 3a and 3b show the spreadsheet before and after the command is given. The output function shown here is the ratio of the two input values.

Although several features of the spreadsheet module are new to this product, two stand out. First, 1–2–3 allows you to manipulate both spreadsheets and their printed versions (called print files). That means you can save or combine parts of either the spreadsheet itself (including the formulas in each cell) or its printed representation (the letters and numbers in each cell).

The second set of especially noteworthy commands, /DT1 and /DT2, is for creating tables. With them, you can automate the tedious work of charting the behavior of a spreadsheet when one or two input variables vary across a given range of values. You can specify either one or two lists of input arguments, the cell positions in which these values are to be entered, and the cell that will contain the desired output. 1-2-3 will then substitute the input values into the spreadsheet and accumulate the output values in a one- or two-dimensional table. Photo 2a shows the format of the two input ranges (one a column and the other a row) and the corner of the spreadsheet that performs the calculation (for illustrative purposes, the ratio of the two input values). Photo 2b shows the table created by the execution of the /DT2 twodimensional table-creation command.

Human Engineering

1–2–3 also excels in human engineering factors, those elements of a program that make it easy to use. I cannot overemphasize the importance of human engineering in microcomputer programs. To date, computers have been hard to understand and inconvenient to use, which has discouraged many people from using them. 1–2–3 is one of the few pieces of software that can literally be used by anybody. You can buy 1–2–3 and an IBM Personal Computer and be using the two together the same day.

1-2-3 is one of a new breed of advanced software products that has a disk-based help file. At any time, you

can hit a Help button (the F1 key on the IBM PC) and get one or more screens of information on literally any aspect of the program. The help file, which resides on the A disk of the IBM PC, contains over 250 screens of information. When you hit the F1 key, a menu of topics appears on the screen in under one second (an important consideration if waiting to see disk-based information discourages you from using the Help key). You then use the IBM PC arrow keys to move an inverse-video cursor to the desired topic and press the Return key. Each screen is crossindexed to related screens and to a main menu, and you can get to any screen in less than 15 seconds. I was able to find the information as quickly as if I had looked it up in the 1-2-3 documentation. Those who are new to computers will be very impressed with this feature and will be much more inclined to use 1-2-3 because of it. (Software Arts' TK Solver also uses a disk-based help file, and I understand future products from Visicorp will include them as well.)

1-2-3 is, to my knowledge, the first spreadsheet program to distribute a comprehensive tutorial package that teaches the beginner how to use it. Software producers have always deliberated over the best way to teach a buyer (regardless of his understanding of the computer) how to use a complicated product. Lotus has incorporated these interactive tutorial programs into 1-2-3. They are reputed to cover, in some depth, the entire program. The segment I saw does its job well; it interactively shows you around the IBM PC keyboard and tells you how to move the cursor around a spreadsheet. This set of programs is, in effect, an indefatigable instructor who is always ready and willing to show you how to use the product and who will never laugh at your mistakes. This is another very strong incentive for the beginner to buy 1-2-3. No matter what your level of expertise, it's a very nice feature.

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- Whole Numbers: simulates a pinball game to hold and build interest in whole number operations. Problems include addition, subtraction, multiplication, division and mixed numbers. Designed for elementary and junior high age groups.
- Decimals: kids are challenged to break balloons by entering the correct decimal corresponding to the position of the balloon on a vertical line. Numbers are entered on a trial-and-error basis. Software automatically adjusts difficulty to the child's performance. For elementary math students.
- Fractions: same format as Decimals, but requires the use of fractions to break the balloons. Numbers are entered on a trialand-error basis. Balloons may burst in any order until none are left. Difficulty adjusts to your child's performance. For elementary math students.

- Computer Literacy—Introduction: this lesson is presented in a friendly, non-intimidating manner with touches of humor and simple, supportive graphics. It presents the history and uses of computers in today's society. Designed for junior or senior high and vocational school students.
- French Vocabulary Builder.
- Spanish Vocabulary Builder.
- German Vocabulary Builder: students are presented with a basic vocabulary of 500 words, including useful verbs, number words or common words for traveling or in the home. Groups of related words give learners context and similarity clues, which help increase foreign language skills. Lessons supplement introductory and/or refresher coursework.
- Physics—Elementary Mechanics: provides a problem-solving test in the elementary mechanics of physics. Students are shown a physical problem; then must "purchase" the missing information

needed to answer it correctly. The emphasis is on understanding the problem, rather than just supplying the correct answers. Designed for senior high age level.



CONTROL DATA PILATO
COMPUTER-BASED EDUCATION

Another feature that illustrates 1-2-3's humanengineering design is its jargon-free prompts, explanatory messages, and fail-safe mechanisms. Suppose I want to delete a spreadsheet file. When I type "/F", I get a menu of possible file actions, the first of which is in inverse video. I can execute any action by either moving the inverse video cursor to that action name and hitting the Return key or hitting the key that is the first letter of the action name. If I hit the right-arrow key until the action name "Delete" is in inverse video, I get an explanatory note immediately below the command line that says, "Delete a worksheet, print, or graph file" ("worksheet" is Lotus's name for a spreadsheet). That's what I want to do, so I conveniently hit Return. The inverse video cursor is already positioned on the option I want, "Worksheet", so I hit Return again. 1-2-3 now reads the current disk and gives me a menu of all the spreadsheet files by name. I then move the inverse video cursor to the spreadsheet I want to delete and hit Return again (there's no need to type the file name—just point to it). 1-2-3 displays two options, "No" and "Yes", with the cursor on the "No" option and an explanatory note, "Do not delete the file". By moving the cursor onto the word "Yes" (which includes the note "Delete the file") and pressing Return, I can delete the spreadsheet file. Wouldn't you like a piece of software that does all that for you?

1–2–3 gives you a lot of visual feedback on your choices. The inverse-video cursor and menu system

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described above is one such example. (The resemblance to Visicorp's Visiplot package is not accidental; Mitch Kapor, who designed Visiplot, is the president of Lotus.) Another example is 1–2–3's ability to let you specify coordinates by moving the cursor to them instead of listing them by row-column designation. To specify an area of the spreadsheet, you simply move the cursor to a corner of the area with arrow keys, "tack" it in place (usually with the same "." command used in Visicalc), and move the cursor away from that point. A rectangular area that spreads from the current cursor location to the "tacked" location appears in inverse video (see photo 2a).

Pressing a previously defined macro key causes the equivalent string to be executed as if it had been typed in from the keyboard—a feature with great potential.

Pointing to both spreadsheet locations and menu options makes 1–2–3 very easy to use and reduces errors.

Named ranges are another way of pointing to an area of memory. Any cell or rectangular area of the spreadsheet can be given a name of up to 15 characters. That name can then be used wherever the cell or range coordinates would usually be used. Sometimes, a named range is simply a convenience; in other places (e.g., in the formula for the value of a given cell), it makes the spreadsheet more readable. Microsoft Consumer Products' Multiplan automatically assumes that you can refer to a cell by the text label immediately to its left; 1-2-3 stipulates that you create a named range, but that range is more versatile than a named cell in Microplan. (People at Lotus have told me that the final version of 1-2-3 has an option that lets you refer to a cell automatically by an adjacent label value; you have the choice of positioning the labels below, above, or to the left or right of the cells.)

1-2-3 uses the ten IBM PC function keys (on the left side of the keyboard) in two ways. The unshifted keys are used for ten often used 1-2-3 commands; for example, F1 is the Help key described above, F5 is a Goto key that moves the spreadsheet and cursor to a given location, and F10 is a Redraw command for the most recently drawn chart. The ALT key pressed simultaneously with a letter key gives you 26 user-defined macro keys. You can define each of the 10 available macro keys to be any string of characters you desire, including the unshifted function keys, the arrow keys, and the Return key. When pressed, the macro key causes 1-2-3 to execute the equivalent string as if it had been typed in from the keyboard. This feature has great potential; in certain situations, you may be very glad not to have to retype the same keystrokes repeatedly.

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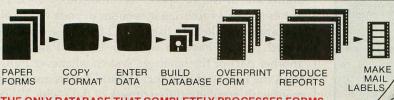
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1-2-3 has what I call "intelligent" labels, text strings that are not influenced by the current cell width. Say, for example, I want to print a 30-character title across a spreadsheet, and assume that all the cells are 8 characters wide. In many spreadsheet programs, you'd have to split the title manually and enter it in four 8-character chunks—awkward and tedious, right? In 1-2-3, though,

1-2-3's ability to "protect" cells means that data cannot be destroyed unintentionally.

you enter the full title in the first cell you want it to occupy. The string itself stays in that cell as its formula, but in its display it spills over into the space normally used by cells to the right. The effect is the same as with other spreadsheets, but it is achieved much more easily. What if you decide your cells must be 10 characters wide? In other spreadsheet programs, the title is mangled when you change the cell width—each 8-character chunk has two blank characters to its right. But because the value of the string is retained in only one cell, 1-2-3 displays the title correctly despite the change in cell width. Several text-justification commands in 1-2-3 also help format a single string into rectangular spreadsheet areas that occupy one or more rows of cells.

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One final human-engineering feature of 1-2-3 is its ability to protect cells—that is, to keep you from assigning new values to cells or ranges of cells. When a spreadsheet is used by anyone but its designer, protected cells allow the person to use it without inadvertently destroying valuable data or formulas. If you try to write a new value into a protected cell, you will get an error message that says the cell is protected. This is a nice feature, but it would be more useful if cells could be "locked" (so you couldn't cancel the protection of a cell) and made invisible, features that are available in Visicorp's Visicalc Advanced Version for the Apple III computer.

Speed and Integration Advantages

In addition to being powerful and easy to use, the various modules of 1-2-3 are fast and well integrated.

Many software developers (Software Arts, Visicorp, and Microsoft Consumer Products, to name a few) are writing their software in high-level languages that are usually compiled to the native code of the machine's microprocessor. They do that in order to move a given program to more than one machine and thus maximize their profits. (Rightly so-good software is very expensive to create.) An interesting side effect of using highlevel languages is that the resulting product is slower than if it had been written strictly for the native microprocessor. Depending on the efficiency of the high-level language used, an assembly-language version of a product can be considerably faster and more compact than its high-level counterpart. This is certainly the case with 1-2-3; it is coded in highly optimized 8086 assemblylanguage code. Granted, I have only Lotus's word that it is "highly optimized," but 1-2-3 is fast—I didn't have to wait when I expected to. [Editor's Note: A demonstration of 1-2-3's capabilities at its recent public unveiling illustrated the program's speed. For example: a spreadsheet was displayed showing a listing of 25 hotels ordered by location. To the right of the hotel listings were 12 or so columns of data showing vital statistics for the hotels. After setting up the appropriate initial conditions, the program was able, within five seconds, to re-sort the hotels by revenue, calculate averages for key pieces of data, reinsert them into the model, add compensating factors for possible future inflation, calculate projected revenue figures for the next few years, and graph the results. . . . C. M.]

Integration is a very important characteristic of 1–2–3. Because the spreadsheet, database, and graphing programs are in the computer simultaneously (1-2-3 does not use overlays to bring in sections of code when called), you are more likely to use them. I for one am always annoyed when I have to wait for UCSD Pascal to load another part of the language system whenever I go, say, from the Filer to the Editor. I would be less apt to experiment with graphing different sets of data with Visicorp's Visicalc and Visiplot, which would involve saving my data to disk, exchanging disks, starting up the Visiplot



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program, exchanging disks again, reading in the data, and, finally, plotting the data. I would do a similar sequence of disk and program switching to get back to Visicalc and adjust my data. How much experimentation does that rigamarole encourage?

Caveats

This product description is based on more than 20 hours of experimentation with a version of 1–2–3 Lotus loaned to me a month before the design and code were finalized. I experimented with all of the features mentioned in this article and several others. I found 1–2–3 easy to use; it didn't mislead me into doing something I didn't want to do or leave me confused as to my place within the structure of the program. Although I didn't have a copy of the final documentation, I found that a functional specification document I was given and the disk-based help file provided all the information I needed. I did have trouble specifying a new range by pointing in some situations; Lotus told me that this error will be corrected before the product is available commercially.

News from Lotus

1–2–3 will be available for the IBM Personal Computer sometime next month; it will eventually be available for other 8086- and 8088-based microcomputers, although Lotus has announced no definite plans or machines. Lotus has also fixed the price of 1–2–3 at \$495, which makes it a tremendous buy for the money. Staff members point out that 1–2–3 improves on the Visicorp trilogy of Visicalc, Visiplot, and Visidex (which together sell for a total of \$700 in their IBM PC versions) in both price and capabilities.

Mitch Kapor and his team of designers and programmers are incredibly creative: they have come up with more good ideas than they can possibly implement at one time, but they also implement more of them than I would have thought possible. They have indicated that 1–2–3 will probably be able to read dBASE II files, thus making it possible for 1–2–3 to interchange data with one of the most popular databases around. They also told me that 1–2–3 will be able to make the spreadsheet look like a business form with blanks to be filled in by the user, thus enabling you to enter data into 1–2–3 database areas.

Lotus plans to add several graphics features to the final version. These include visual superimposition of charts, the use of text in user-chosen shapes, sizes, and colors; choice of printed chart size; manual scaling of graph axes; and support of the Hewlett-Packard HP7470A plotter and several popular printers. In addition, Lotus plans to add word-processing capabilities to subsequent releases of 1–2–3.

Conclusions

On the basis of the prerelease version of the software, 1–2–3 promises to be a fast, easy-to-use, integrated package for people who need to manipulate numbers, graphs, and records of data. Its instantly available help file, interactive tutorial programs, and incorporation of tested human-engineering concepts make it particularly impressive. It is one of the first of a new breed of sophisticated applications software that is both powerful and easy to use, even for beginners.

I'm very pleased about 1–2–3's price of \$495. That puts it within the grasp of both the professional who needs a sophisticated spreadsheet program and the individual who wants one for personal use.

In any case, even unfinished, 1–2–3 is a fine piece of software. I look forward to seeing the first and subsequent versions of it.■



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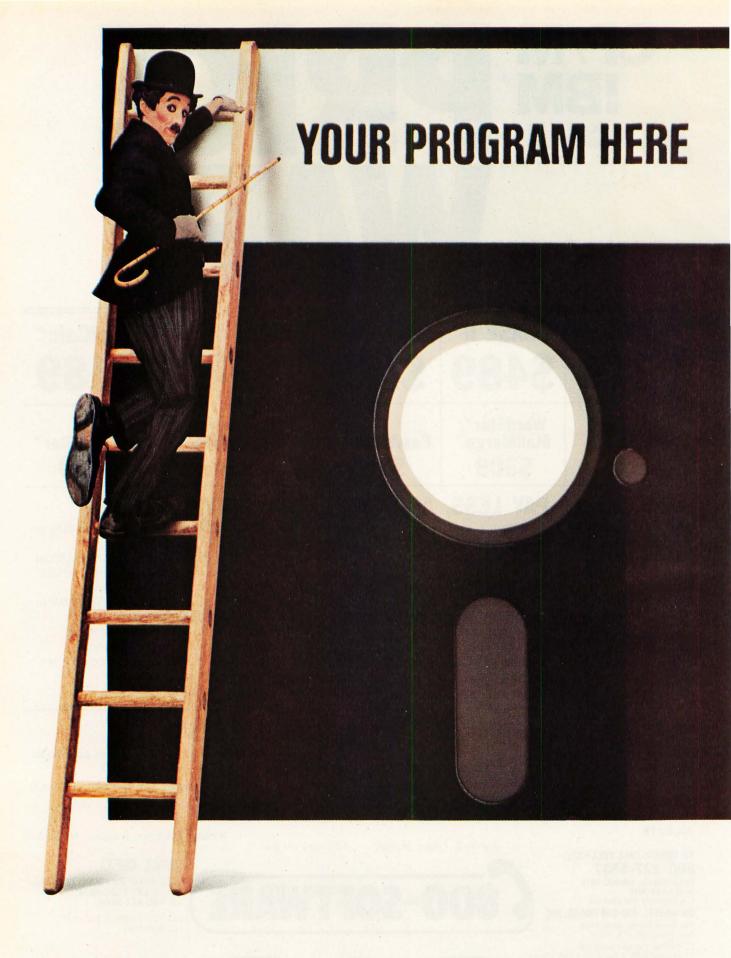
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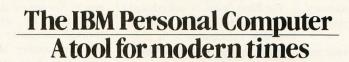
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Book Reviews

PET/CBM BASIC

Richard Haskell Prentice-Hall, 1982 154 pages, softcover \$12.95

Reviewed by Joseph Holmes 13049 Broadway Terr. Oakland, CA 94611

Like other microcomputers, the PET premiered without much published information ready to guide its users. Fortunately, considerably more information is now available. One of the latest and most useful books is PET/CBM BASIC by Richard Haskell.

The book is intended to be a course in BASIC programming using a 40-column PET. The modifications for the 80-column CBM microcomputer are listed in one of the book's nine appendixes. The introductory presentation level makes the book useful as both a text and a classroom reference. Haskell stresses structured programming throughout and makes an effort to relate concepts and commands found in other languages or versions of BASIC to PET's BASIC. This approach adds to the value of the book as a programming text.

The inclusion of graphics in many of the program examples, a subject often treated lightly in other PET texts, is a welcome feature. Examples make the book especially well suited to teaching programming to junior high or elementary level students, who respond well to graphics.

The chapters are well organized, and a variety of drawings, diagrams, and photographs make the layout attractive. Because the author photographed most of the listings and all of the screen

outputs directly from the video display, many are just not legible enough to be useful. There should be supplemental printed listings. Several of the photographed listings, however, are readable.

At the beginning of chapter one, Haskell describes his philosophy of learning by doing, and in keeping with that he introduces the reader to the keyboard first. In each successive chapter, he begins with a summary of learning objectives and ends with several practice exercises.

Graphics are introduced in chapter two, where the author discusses the use of the INSERT/DELETE key and RUN and LIST commands in the creation of short graphics programs. By chapter five, he presents programs that manipulate both numbers and graphic symbols to illustrate the INPUT statement.

My wife used the book with students in the upper elementary grades, and they especially enjoyed the Custom Checkerboard Patterns program in which the input of two graphics characters results in the output of a "homemade" checkerboard design. One of the benefits of using graphics in teaching programming is that they motivate the adventurous learner to experiment further.

In chapter seven, the author uses an unusual approach to discuss types of loops. He describes them as Repeat While, Repeat Until, Do While, and Do Until. The For-Next loop is introduced in the following chapter, which culminates in a program that generates an American flag, making liberal use of the loop.

Later in the book, Haskell introduces the use of subroutines as a method of building three-dimensional

block letters. Chapter nine offers another example of the author's use of graphics to teach programming. The use of bar graphs gives the student additional practice in subroutines and serves as an introduction to the READ and DATA statements as well.

In chapter fourteen, Haskell explains how to make sounds on the PET, among them musical notes, clicks, sirens, and a phaser-firing noise. He also includes a schematic for an amplifier to connect to the PET's parallel port because the built-in sound in the latest PET/CBM computers is quite faint. The final chapter concludes with the development of a program called PET Organ, which combines graphics and sound. The program displays a labeled organ keyboard which creates sounds that correspond to the appropriate key pressed.

Overall, PET/CBM BASIC is both a good text for beginners and a useful reference for old hands. Richard Haskell has filled several gaps in the library of PET materials by including a number of useful graphics applications, an emphasis on structured programming, an explanation of PET sound, and practical examples from his own programming experience. I only wish the book had been published before I learned BASIC programming.

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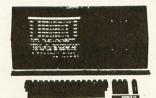
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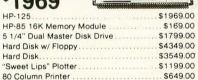
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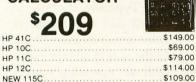
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Software Review

Microshell and Unica

Unix-Style Enhancements for CP/M

Christopher Kern Apartment 839 201 I St., SW Washington, DC 20024

Unix, the computer operating system developed by Bell Laboratories, has been justly acclaimed for combining a number of powerful features in a simple and uniform package. As a consequence, interest in it has grown rapidly in the last few years.

Unix will run on a variety of large computers and is often used in university, industry, and government computer centers. Many of the new 16-bit microcomputers have Unix or Unix-like operating systems, which is one of the main sources of their appeal. One manufacturer, Cromemco, even makes a Unix-style operating system for an 8-bit computer, using special-purpose hardware.

Now, two new software products, Microshell and Unica, provide conventional 8080-, 8085-, or Z80-based microcomputers using the CP/M operating system with some of the features that have contributed to the popularity of Unix. Though neither one comes close to being a full Unix-like implementation, they are both real improvements over the normal CP/M environment. To appreciate what they do, a brief overview of some Unix features is necessary.

I/O Redirection

One of the most elegant concepts to be popularized by Unix is I/O (input/output) redirection. Many programs

read and write a single I/O stream. Typically, the input is read in from the user's keyboard and the output is displayed on the screen of the video terminal. Sometimes, however, you may want to have the output go into a disk file instead. Unfortunately, with an operating system such as CP/M, there is no easy way to do this. But the Unix command interpreter allows the user to redirect input and output at the time a program is invoked. For example, the Unix command "prog < infile" would run the program "prog" and tell it to take its input from the text file "infile". And the command "prog > outfile" would run the program "prog" and send its output to the text file "outfile".

Suppose, for example, you want to create a file containing the directory of a given disk. If the program to list a directory is called "ls", the command "ls > direct" would write the contents of the disk to the file named "direct", rather than print the listing on the console screen. The file "direct" could then be edited, combined with other files (perhaps to produce a master listing of the contents of a number of disks), or treated just like any other text file.

Or you might need to make the same series of changes in a number of different text files. Under CP/M you would have to edit each of the files in sequence with your

At a Glance

Name

Microshell (Version 1.1)

Type

Unix-style command interpreter for CP/M 2.2

Distributor

New Generation Systems Inc. 2153 Golf Course Dr. Reston, VA 22091 [703] 476-9143

Price

\$150 (\$25 for manual only)

Computer

8080-, 8085-, and Z80-based machines running the CP/M 2.2 operating system; 32K bytes of RAM

Documentation

51-page user manual

Audience

CP/M operating system users who want a Unix-style command interpreter

At a Glance

Name

Unica

Type

Unix-style utility programs

Distributor

Knowlogy POB 283 Wilsonville, OR 97070 (503) 639-3420

Price

\$95 (\$15 for manual only); \$195 with XM-80 macro language (\$25 for manuals)

Computer

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Documentation

Unica: 48-page user manual; XM-80: 171-page user and reference manual

Audience

CP/M operating system users who want Unix-style utility programs

system text editor, repetitively entering the commands for each file. A Unix user, however, would probably make up an editing "script"—a text file containing all the instructions for the editor. Then the input of the editor would be redirected so that it would receive its commands from the script, rather than have them typed in one by one from the keyboard.

Under Unix, by the way, the various physical devices that are connected to the central processor—the console, for example, or the system printer—can be treated just like text files for many purposes, including I/O redirection. Thus, you could get a paper copy of the output of the listing command, "ls", just by directing the output of "ls" to the line printer. If the line printer was known to the system by the name "lp", the command would be "ls > lp".

Pipelines

Another important Unix concept is the *pipeline* or *pipe*. A pipeline is a way of connecting two programs together by sending the output of the first program to the

input of the second program. This is one way that Unix implements the philosophy, which contributes so much to its success, of breaking down big computing jobs into small, manageable pieces. This not only makes writing programs easier (a small, simple program is obviously easier to write than a large, complex one), it also allows the user to rearrange various utility programs into new combinations. In this way, it is possible to perform tasks that were never contemplated when the individual component programs were designed.

For example, you might have one program that took a number of lines of text, arranged them neatly into columns, and displayed them on the console. By using a pipeline, the output of any other program could be fed into this formatting utility to produce multiple-column output. The same approach could be used with other kinds of formatting programs, sorting utilities, and the like. The command "prog1 | prog2", for example, pipes the output of "prog1" to the input of "prog2". The vertical bar () is the Unix symbol for a pipeline.

Ideally, "prog1" and "prog2" should be executing simultaneously, with the operating system handling the connection between them and managing any necessary coordination. But the concept of a pipeline can be implemented quite adequately—if somewhat more slowly—with temporary files. A pipeline such as the one above then becomes shorthand for a sequence of I/O redirection. The first half of the command is the equivalent of "prog1 > tempfile"; the second half is the equivalent of "prog2 < tempfile". As we shall see in a moment, this is how both Microshell and Unica handle pipelines.

Single-Function Programs

One practice that flows from the Unix philosophy of keeping programs small and simple is that a program should do only one thing, and that it should do it as well as possible. The result is that Unix (and Unix-style) utility programs exhibit a certain coherence. They tend to be devoid of unrelated features that, however useful they might be, would complicate program design, maintenance, and improvement. This simplicity encourages users to refine their earlier work and that of their predecessors. As a consequence, a given computer system evolves over time, becoming better and better adapted to its users.

The virtue of this approach is best demonstrated by a counterexample. Take the CP/M utility program, STAT. STAT is a very powerful program. It can calculate the amount of free space on a disk. It can provide an alphabetical listing of file names, showing the size and directory attributes (e.g., whether it is read-write or read-only) of each file. It can change the directory attributes of a file or group of files. It can reassign system devices, for example, to make the console a hard-copy terminal rather than a video terminal. It can display the capacity, block and track size, and number of available directory entries on each disk drive. And it can print out the current user number and show which other users have files on the disk drive currently being addressed.



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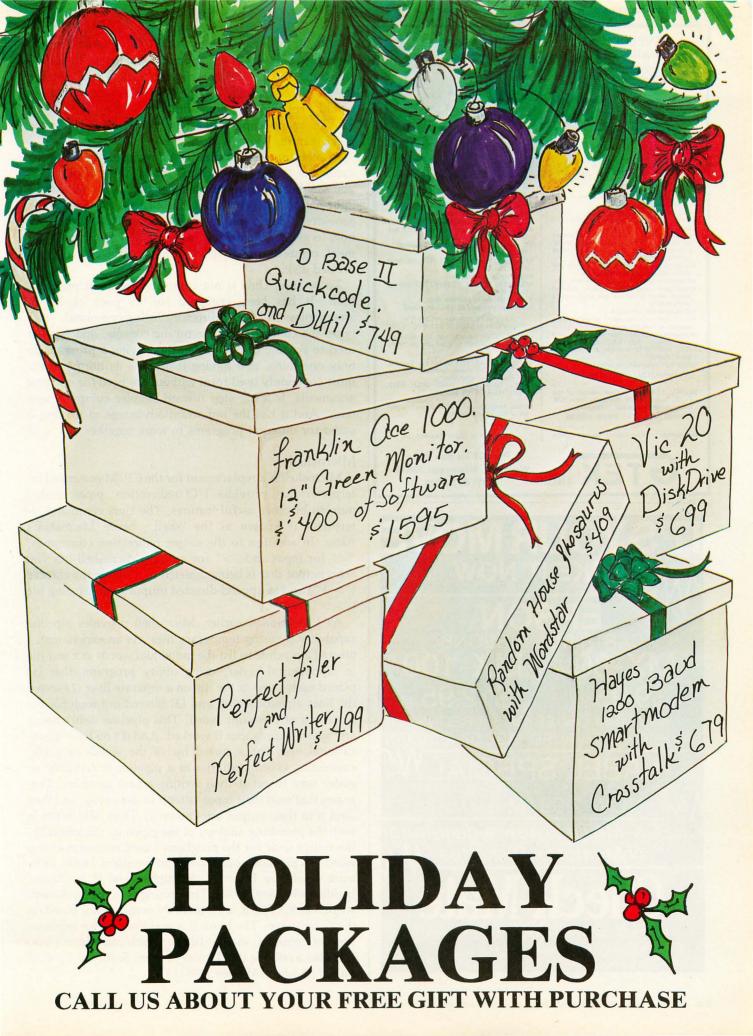
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With all these capabilities, the STAT command would probably be very hard to modify. Digital Research, which markets CP/M, doesn't supply the source code for the STAT command, and perhaps it is just as well. It would probably be rather difficult to improve one of STAT's many capabilities without bollixing up some other feature.

Another problem is that STAT requires a bewildering variety of optional arguments for all these capabilities; you can't just type in a single mnemonic name and get the information that you want. In fairness, though, STAT provides a command summary—if you can remember how to get it. The default usage, "STAT" with no argument, prints out the bytes remaining on the currently addressed disk.

To be sure, Unix is not completely without problems itself. It has been criticized for its poor choice of mnemonics: "ls" is the directory listing command, "cat" types the contents of a file on the console, and "mv" is used to rename (move) a file. But having a program do only one thing, and having it provide its output in the most commonly used form without the need for optional arguments, is a big step toward simpler computer systems. And it has the important advantage of making it easier for different programs to work together.

Microshell

Microshell is a replacement for the CP/M command interpreter that provides I/O redirection, pipes, and a number of other useful features. The Unix command interpreter is known as the "shell," hence Microshell's name. In addition to the simple redirection commands, "<" for input and ">" for output, Microshell lets you echo output that is being directed to a file on the console (">+") and to append directed output to an existing file (">>").

As I mentioned earlier, Microshell provides pipeline capability by using temporary files. As an experiment, I created a pipeline to list the individual words in a text file in alphabetical order, using utility programs that (1) placed each word in the file on a separate line, (2) sorted the lines alphabetically, and (3) filtered out multiple occurrences of the same word. This pipeline didn't break any speed records, but it worked. And if you have an occasional need for a sorted list of the words in a file, connecting existing utilities in a pipeline is certainly an easier way to get it than writing a new program. Programs that read their input, alter it in some way, and then send it to their output are known as filters, which fits in with the plumbing analogy of the pipeline. (Incidentally, the source code for the programs I used to construct this word-list pipeline comes from an excellent book, Softwara Tools, by Brian W. Kernighan and P. J. Plauger [Addison-Wesley, 1976]. The programs in the book were written in RATFOR, a FORTRAN preprocessor based on the C language. The book is a good source for explanations of concepts, such as filters, which came from Unix. It is also available in a Pascal version, Software Tools in Pascal [Addison-Wesley, 1981].)



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One small but nevertheless important feature of Microshell is that it allows lowercase command-line arguments for programs. This is critical for many textprocessing applications using filters. A Microshell program to print out each line containing the word "Microshell" will ignore the word "MICROSHELL". I mention this partly because I have been irked by the fact that the CP/M command interpreter turns the entire command line into uppercase, and partly because it illustrates how a seemingly minor improvement in a system function can make the system considerably more flexible. (File names are kept uppercase to guarantee CP/M compatibility.)

Shell Files

It is often useful to execute a batch of commands, one after another, without sitting at the computer console and entering each command individually. CP/M provides such a batch capability with its SUBMIT program. Improved batch processors have been developed by various CP/M users (e.g., Ron Fowler's SUPERSUB in the January 1982 issue of Lifelines magazine). But none equals the simplicity of Microshell's shell files. The Microshell command interpreter itself-rather than a separate program—reads a script of commands from a text file and performs them in sequence. Automatic argument substitution is provided, control characters can be included in a shell file, and a shell file can provide input to a program that would normally come from the console (this is similar to CP/M's XSUB program). Shell files can also be interrupted easily, cutting short a long batch sequence.

Shell files under Microshell are not as flexible as they are under Unix, however. Unix allows shell files to be nested (a command in a shell file can be another shell file). It also provides control structures that can be used to vary the command sequence. But Microshell's shell files are a big improvement over CP/M's SUBMIT. For shorter batch jobs, Microshell provides a nice alternative: multiple commands on a single line, each separated by a semicolon. This is a faster way to execute a simple series of programs than by using a shell file.

Another major Microshell feature is an automatic search routine for commands and files. This makes it possible to ignore which disk drive a particular program or file is on. When Microshell receives a command, it searches first on the disk that is currently being addressed (the logged-in drive, in CP/M parlance). If it can't find it there, it continues the search on other disks according to a user-specified sequence. In a multi-user CP/M system, the automatic command search will also search the User #0 area in addition to the user's own area. This has the effect of making User #0 "public."

Automatic file search comes into play when a running program issues a request for a particular file. If the file can't be found on the current disk, Microshell will search for it along the same search path specified for automatic program searches. Microshell, however, will perform these automatic file searches only for files with certain specified extensions. For example, you can specify



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".OVL" as an automatic file search extension. Then, if a program requests a file such as "TESTFILE.OVL", Microshell will search all the disks for that file. But if a program requests a file such as "TESTFILE.TXT", Microshell will search only the current disk for that file.

Replacing the CCP

Microshell is loaded from the normal CP/M environment just like any other command file. When loaded, it automatically locates itself just below the CP/M BDOS (basic disk operating system), which contains the primitive system functions in a form that is identical on all machines. Microshell completely overlays the CCP (console command processor) that is supplied by Digital Research. And it supplies the standard CCP functions—e.g., TYPE, DIR, and USER—as well as its own Unix-style extensions. Because the Microshell command interpreter is much larger than the CCP, it reduces the amount of memory allocated to user programs. In the version of Microshell that I tested, the command interpreter occupied about 9500 bytes.

Because Microshell replaces the CCP, programs that require the CCP to be in place—such as MOVCPM, which is used to change system memory size—obviously will not work under Microshell.

Programs that address CP/M legally—that is, through the designated system calls documented by Digital Research—should run fine. Most commercial software will work under Microshell, but some users-group programs will not. The Microshell manual includes an appendix on program compatibility. No serious limitations are listed, and I did not find any on my own.

Performance

In some respects, Microshell slows down CP/M's performance. Checking for shell files (batch commands) and automatic command and file searching all require extra disk accesses. It is possible to restrict automatic command searching and to turn off automatic file searching altogether, which will minimize the delay. Restricting automatic command searches to a single disk (i.e., having a "system" disk that contains all executable programs), which most users will probably want to do anyway, will set a maximum of one extra disk access each time a program is invoked.

In one very important respect, however, Microshell speeds up overall system operation; it eliminates the warm boot—the resetting of the system—that occurs after most CP/M programs. (It provides an explicit log-in command for use when changing disks.) On balance, on my system, Microshell makes things happen somewhat faster than they do when the CCP is in place.

Search paths, extension specifications, and other Microshell parameters are supplied by a menu-driven configuration program that comes as part of the Microshell package. The program is easy to use, and Microshell can be reconfigured quickly as the user's needs change. The Microshell manual is difficult to follow in places, but it is quite well organized and appears complete. It even includes a short section entitled "How to

Listing 1: Three files, FILE1, FILE2, and FILE3, can be concatenated "horizontally" by Unica's HC command. The result of the concatenation is shown in listing 2.

A>TYPE FILE1

MICROPROCESSOR
WORD SIZE
REGISTER SIZE
MAIN MEMORY
MEMORY TYPE
HARD DISK CAPACITY
FLOPPY DISK CAPACITY
SIMULTANEOUS TASKS
OPERATING SYSTEM
SYSTEM LANGUAGE

A>TYPE FILE2

Z80
8 bits
8-16 bits
64 kilobytes
semiconductor
0 bytes
2 megabytes
1
CP/M
PL/M

A>TYPE FILE3

68000
16 bits
16-32 bits
512 kilobytes
magnetic bubble
50 megabytes
0.5 megabytes
5
UNIX
C

Run Microshell without Reading the Manual," which ought to be a statutory requirement for every manual.

Unica

Unica consists of Unix-style utility programs that run under CP/M on a Z80 microprocessor. True to the Unix approach to programming, each of these utilities performs a single function, although most have options that vary the way it performs that function. Some of the functions of the Unica utilities, such as those for directory listing and file concatenation, are available on programs supplied with CP/M by Digital Research. Others, such as file comparison and disk mapping, can be performed by programs that are available from other vendors or the CP/M Users' Group. A few, such as the utility that concatenates programs "horizontally" (see listings 1 and 2) or the one that creates multiple "links" to a single file, do indeed appear to be unique in the CP/M world, as the name "Unica" implies.

The Unica programs all provide input and output redirection, and output from one can be piped to the input of another. Like Microshell, Unica uses temporary files for pipes. Unlike Microshell, however, the I/O redirection and pipe mechanisms are built into each program. When a program is invoked, the first thing it does is scan its command line for these special directives. This allows the normal CP/M command interpreter to be left in place.

This means that while Unica programs allow pipelines, they cannot interact with non-Unica programs. Obviously, this is a less general mechanism than Microshell, which allows any program to participate in a pipeline (assuming the program normally communicates with the console). There is available, however, an optional program called the XM-80 macroprocessor, with which it is possible to write new programs that are compatible with the Unica originals.

Wildcards and Links

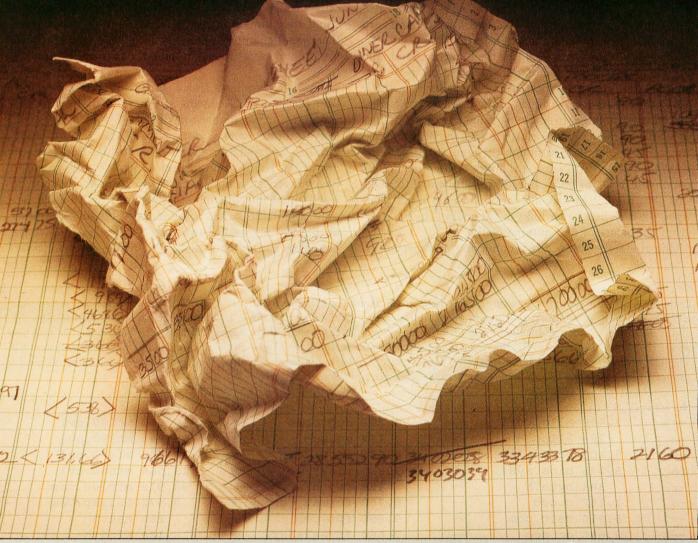
Unica programs also respond to Unix-style "wildcards," which are somewhat different than those available under CP/M. A wildcard is a way of specifying

Listing 2: A horizontal concatenation of the three files in listing 1, achieved by using the Unica HC command. The integers in the command line before the last two file names indicate the column where the left margin of that file is to be placed.

A>HC FILE1 31 FILE2 51 FILE3

MICROPROCESSOR	Z80	68000
WORD SIZE	8 bits	16 bits
REGISTER SIZE	8-16 bits	16-32 bits
MAIN MEMORY	64 kilobytes	512 kilobytes
MEMORY TYPE	semiconductor	magnetic bubble
HARD DISK CAPACITY	0 bytes	50 megabytes
FLOPPY DISK CAPACITY	2 megabytes	0.5 megabytes
SIMULTANEOUS TASKS	1	5
OPERATING SYSTEM	CP/M	UNIX
SYSTEM LANGUAGE	PL/M	C

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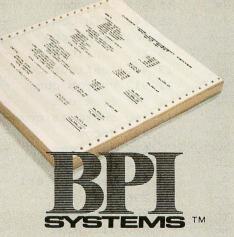
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a group of file names with a single reference. For example, the CP/M command "DIR *.EXT" would list all files with the extension ".EXT"; the asterisk would match any file name in the directory. If you wanted to list all the files that began with the letter "A", you would type "DIR A*.*"; the first asterisk would match the remaining letters of the file name and the second asterisk would match the extension. Under Unix and Unica, all files beginning with "A" can be specified by typing "A*"—that is, "A" followed by just a single asterisk. The wildcard will read across the "." specifying the extension.

Two Unica programs—LN, the file link command, and RM, the file removal command—are used to create and eliminate multiple references in the directory to a single file. These references, or links, allow users with different CP/M user numbers to have the same programs or files available to them without cluttering up the disk with extra copies of the files. Although the regular CP/M erase command (ERA) will erase a file link created by the LN command, a warm boot is necessary afterward to make sure that the CP/M disk-allocation routines don't overwrite the file while other links to it remain. The RM program takes care of that automatically.

Unfortunately, the CP/M command interpreter re-

stricts the use of one of the better Unica utilities, SR, which is modeled on the Unix utility GREP. (GREP, as you no doubt have guessed, is an acronym for "globally look for regular expressions and print.") If you use SR to list all the lines in a file containing the word "Unica", it will print all lines that contain "UNICA", "unica", or "unIca" as well because the CCP does not permit lower-case characters in command lines. SR has options to list only the lines that do not contain a given pattern, to count the number of matched lines, and to search more than one file, among others, and it is an extremely useful program to have around despite its command-line limitations

Another excellent Unica program is the directory listing utility, LS (see listing 3). Although many directory programs are available for CP/M—I think I have collected about half a dozen from the CP/M Users' Group—Unica's LS program is the most flexible. It is also one of the Unica programs for which it is convenient to have directed output, because it is not uncommon to want to put the contents of a disk directory in a file. My only complaint is that LS as supplied insists on printing all the file names in lowercase. While this follows the Unix convention, Unix allows file names to be in lower-

Listing 3: A directory obtained by using Unica's LS command with the optional arguments "-ALM". The "A" argument means show all files, including system files, that would normally not appear in the directory. The "L" option specifies a long format. The "M" argument means provide multicolumn output; otherwise, each file entry would have been printed on a separate line. The first field shows the file attributes. An "r" in the first column means the file is read-only. An "s" in the second column means it is a system file. The next field is the file size in bytes (in CP/M, a multiple of 128 bytes is always allocated). The last field is the file name. While it is printed in lowercase, CP/M file names are actually stored only in uppercase.

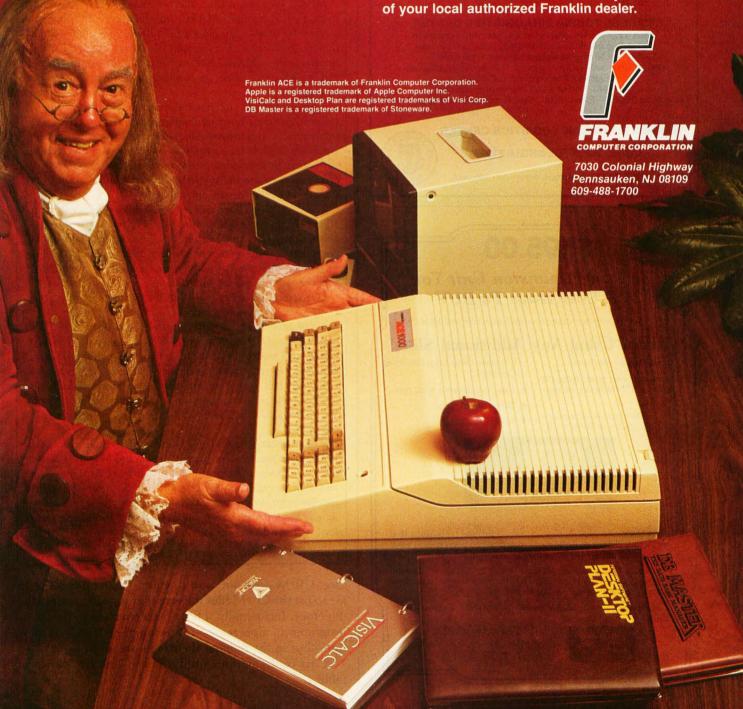
A>LS	-ALM							
	1,408	alloc.crl		4,352	dup.com	-s	16,640	mt280.ovl
	384	alloc.h		128	ed.sub	-s	35,840	mt380.ovl
	3,200	bcdreals.erl		6,656	edcpm.com	-s	14,848	mt480.ovl
rs	5,376	bios.sys		3,968	float.crl	-s	13,568	mt580.ovl
	384	byte.h		128	fnj.h		38,912	mtplus.com
-s	1,152	c.ccc		5,760	format.com		9,472	mulisp.com
	5,376	calc.com		9,856	fpr.com		256	nal.h
	13,696	cc.com		7,680	fpreals.erl		128	nfnj.h
-s	15,872	cc2.com		2,432	fullheap.erl		22,912	paslib.erl
	5,248	clib.com		10,880	hc.com		21,760	pencil.com
	4,608	clink.com		18,176	12.com		6,144	pie.com
	5,120	config.dat		9,984	linkmt.com		7,424	pip.com
	13,440	configur.com		15,232	lisped.sys		2,816	randomio.erl
	22,912	crayon.com		16,256	lispexec.sys		35,968	sconfig.com
	1,536	crck.com		3,456	lispfuns.sys		34,816	scribble.com
	12,160	customiz.com		1,792	load.com		12,032	sh.com
	1,792	d.com		13,312	ls.com		13,952	sr.com
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	9,856	debugger.erl		18,432	marc.cpm		1,792	sysgen.com
	7,296	deff.crl		896	marc.doc		17,152	text.com
	5,760	deff2.crl		2,304	marc.rel		13,568	unix.txt
	7,680	diff.com		1,408	mh.com		7,168	wcount.com
	2,304	display.com	-s	27,904	mt180.ovl		8,960	z80.doc
	7,296	du.com	-s	23,808	mt185.ovl		6,016	z80,lib



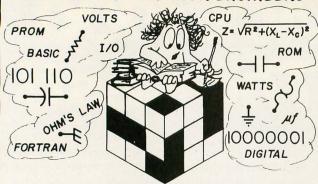
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MARC: An 8-Bit Counterpart to Unix

Microshell and Unica both provide some of the features that have made the Unix operating system so popular. While I was preparing this review, however, I received a prerelease copy of a new 8080-family operating system that goes considerably further toward providing a Unix-like environment. This new system is called MARC, for Machine-Aided Resource Coordinator.

MARC is a complete operating system, not just an enhancement to CP/M. It boots up under CP/M, however, and uses the CP/M BIOS routines (the hardware-dependent section of CP/M) of the host system. That means MARC should work on any machine that can run CP/M. The version I tested was for CP/M 2.2 only. A version of MARC for CP/M 1.4 does exist, but it is unclear at this point whether it will be marketed.

MARC provides a Unix-like command interpreter similar to that of Microshell (MARC, however, accepts Unix-style wildcards). It also provides a file system with a hierarchical directory structure. Devices and file names may be used interchangeably. MARC will run in a CP/M system with a single 64K-byte bank of memory and floppy-disk mass storage.

Because MARC can run only one program at a time, it creates pipelines by using temporary files. Properly speaking, it is a single-user, single-tasking operating system. However, it includes a sophisticated user and group security system, with encrypted password protection, allowing different users to use the system at different times but preventing access to the files of other users.

The MARC package will include a large number of Unixstyle utilities; the exact number is still to be determined as of this writing. Chief among them will be the excellent BDS C compiler (see my review in the June 1981 issue of BYTE on page 356). Also, a CP/M emulator will allow most CP/M programs to run under MARC.

The selling price has not been set. It will cost more than CP/M—but not by too much.

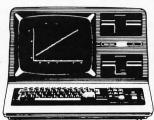
I had experimented with an earlier version of MARC in early 1981. At that time, MARC was workable, but very rough, and pretty far away from marketing. Unfortunately, MARC's principal author, Edwin P. Ziemba, died in a swimming accident not long afterward, and responsibility for finishing the project passed to Lauren Weinstein of Vortex Technology (POB 2284, Culver City, CA 90230, [213] 641-7200).

The evaluation copy of MARC that I received in early 1982 was a much more mature product. The only essential piece of software that was missing was the CP/M emulator, and that is expected to be ready by the time this article reaches print. Weinstein was unable to provide a firm release date at the time this was being written. But from what I have seen, it can't be too far away.

case. CP/M does not, and it would make more sense to me to list the CP/M files the way they actually exist in the directory. Incidentally, I have been referring to the Unica programs in uppercase-following the CP/M convention—but in the manual the names are all in lowercase.

A list of the various utility files in Unica is shown in table 1.

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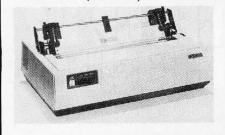
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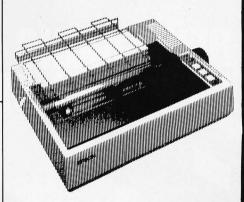
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BC	Compares binary files .
CAT	Concatenates files or prints them on the terminal
CP	A file copy program
DM	A disk mapper
FID	Determines whether two files are identical
HC	A "horizontal" file concatenator
LN	A link program
LS	A directory listing program
MV	Renames (or moves) a file
RM	Removes files or links to files
SC	Compares source (text) files
SFA	Sets file attributes (e.g., read-only)
SR	A pattern searching program
SRT	Sorts lines alphabetically (in memory)
TEE	Reads one input stream and writes multiple output streams (like a T-shaped pipe fitting)

Table 1: A list of the utility programs in the Unica software package.

All the Unica programs are written in a macro language called XM-80, and all the source code for these programs is included. To write or modify programs in this language, you would need to buy the optional XM-80 macroprocessor (\$100) along with the MACRO-80 assembler from Microsoft (about \$120). XM-80 is designed

to simplify program creation by providing a set of common primitives—such as those for providing I/O redirection and pipes—along with a standardized calling sequence for linking them with other program segments. The point is that if you write a primitive or module in a general enough way, you will have to write it only once. New programs can be put together by combining previously written modules from a library. I did not attempt to do any programming in XM-80, but using macroprocessing to extend an assembly language strikes me as a very good idea.

The Unica manual is extremely comprehensive, with well-designed sections describing each of the utility programs, an explanation of the theory behind XM-80, a detailed section on how to use XM-80, and descriptions of the XM-80 library components. Unfortunately, the prose style at times is turgid, which makes some of the explanations unnecessarily hard to follow.

Conclusion

Both Microshell and Unica provide good introductions to some of the features that have made Unix such a popular operating system. More than that, they are useful enhancements to existing CP/M computer systems in their own right. They increase an existing system's flexibility and make it friendlier to the user. These attributes should be high on the priority list of those who design the next generation of microcomputer operating systems.

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- 8 DEPRSY
- DEPRDB
- 10 DEPRDDB
- 11 TAXDEP
- 12 CHECK2
- 13 CHECKBK1
- 14 MORTGAGE/A
- 15 MULTMON
- SALVAGE 17 RRVARIN
- 18 RRCONST
- 19 EFFECT
- 20 FVAL
- 21 PVAL
- 22 LOANPAY
- 23 REGWITH
- 24 SIMPDISK 25 DATEVAL
- 26 ANNUDEF
- 27 MARKUP
- 28 SINKFUND
- 29 BONDVAL
- 30 DEPLETE
- 31 BLACKSH 32 STOCVAL1
- 33 WARVAL
- 34 BONDVAL2
- 35 EPSEST
- 36 BETAALPH
- 37 SHARPE I 38 OPTWRITE
- 39 RTVAL
- 40 EXPVAL
- 41 BAYES
- 42 VALPRINF
- 43 VALADINF 44 (ITILITY
- 45 SIMPLEX
- 46 TRANS
- 47 EOQ
- 48 QUEUE1
- 49 CVP 50 CONDPROF
- 51 OPTLOSS
- 52 FQUOQ 53 FQEOWSH
- 54 FQEOQPB 55 QUEUECB
- 56 NCFANAL
- 57 PROFIND
- 58 CAP1

DESCRIPTION

- Interest Apportionment by Rule of the 78's
- Annuity computation program
- Time between dates
 - Day of year a particular date falls on
 - Interest rate on lease Breakeven analysis
 - Straightline depreciation
 - Sum of the digits depreciation
 - Declining balance depreciation Double declining balance depreciation
 - Cash flow vs. depreciation tables
 - Prints NEBS checks along with daily register
 - Checkbook maintenance program
- Mortgage amortization table Computes time needed for money to double, triple, etc.
- Determines salvage value of an investment
- Rate of return on investment with variable inflows Rate of return on investment with constant inflows
- Effective interest rate of a loan
- Future value of an investment (compound interest) Present value of a future amount
- Amount of payment on a loan Equal withdrawals from investment to leave 0 over
- Simple discount analysis
- Equivalent & nonequivalent dated values for oblig.
- Present value of deferred annuities % Markup analysis for items
- Sinking fund amortization program
- Value of a bond
- Depletion analysis
- Black Scholes options analysis
- Expected return on stock via discounts dividends Value of a warrant
 - Value of a bond
 - Estimate of future earnings per share for company
 - Computes alpha and beta variables for stock Portfolio selection model-i.e. what stocks to hold
 - Option writing computations
 - Value of a right Expected value analysis
 - Bayesian decisions Value of perfect information
 - Value of additional information
 - Derives utility function
 - Linear programming solution by simplex method Transportation method for linear programming
 - Economic order quantity inventory model Single server queueing (waiting line) model
 - Cost-volume-profit analysis Conditional profit tables
 - Opportunity loss tables Fixed quantity economic order quantity model As above but with shortages permitted
 - As above but with quantity price breaks Cost-benefit waiting line analysis
 - Net cash-flow analysis for simple investment Profitability index of a project Cap. Asset Pr. Model analysis of project

- 59 WACC
- 60 COMPBAL 61 DISCBAL
- MERGANAL
- 63 FINRAT 64 NPV
- 65 PRINDI AS
- 66 PRINDPA
- SEASIND
- 68 TIMETR
- TIMEMOV 70 FUPRINF
- 71 MAII PAC
- 72 LETWRT **73 SORT3**
- 74 LABEL1
- 75 LABEL2 76 BUSBUD
- TIMECLCK
- ACCTPAY 79 INVOICE
- 80 INVENT2
- TELDIR 82 TIMUSAN
- 83 ASSIGN
- 84 ACCTREC
- TERMSPAY
- PAYNET 87 SELLPR
- 88 ARBCOMP 89 DEPRSE
- 90 UPSZONE ENVELOPE
- 92 AUTOEXP INSFILE
- 94 PAYROLL2 95 DILANAL
- 96 LOANAFFD 97 RENTPRCH
- 98 SALELEAS 99 RRCONVBD 100 PORTVAL9

- Weighted average cost of capital
- True rate on loan with compensating bal, required
- True rate on discounted loan Merger analysis computations
- Financial ratios for a firm Net present value of project
- Laspeyres price index
- Paasche price index Constructs seasonal quantity indices for company
- Time series analysis linear trend Time series analysis moving average trend
- Future price estimation with inflation
- Mailing list system Letter writing system-links with MAILPAC
- Sorts list of names Shipping label maker
- Name label maker
- DOME business bookkeeping system Computes weeks total hours from timeclock info.
- In memory accounts payable system-storage permitted
- Generate invoice on screen and print on printer In memory inventory control system
- Computerized telephone directory
- Time use analysis
- Use of assignment algorithm for optimal job assign.
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User's Column

A Slew of Languages, a Slap at Documentation, and a Curse at Keyboards

Unaccustomed as he is to voicing his opinions, *Jerry drops a few hints.*

> Jerry Pournelle c/o BYTE Publications POB 372 Hancock, NH 03449

The nature of this column dictates its contents: I have to write about what's been happening here at Chaos Manor. This month we've had two big flaps. One is a frantic effort to clean off my desk so that my wife and I can take a vacation in Europe. She's been planning this trip for a year now. So far I haven't had the heart to tell her that we won't be going alone: I'm taking an Otrona Attache with

Anyway, I've been trying to get two books (Clan and Crown: Janissaries II and volume one of Future Men of War) out the door, dash about to radio and television interview shows to publicize books, answer my mail, and write a couple of chapters of Footfall, the next big novel that Larry Niven and I are working on. The usual result of that much activity is that nothing gets accomplished, but actually I've done pretty well on everything but the mail.

Meanwhile, flap number two,

which has got downright embarrassing: Alex Pournelle's Introduction to Pascal software package.

Alex's Intro was supposed to be a fairly simple job, requiring a month's work at most. The task was to take some of the teaching programs from Grogono's Programming in Pascal and the fundamental required pro-

If Pascal is a candidate for the language of the decade, then we may have problems.

grams and input/output primitives in Kernighan and Plauger's Software Tools in Pascal and get them running under two popular CP/M Pascal compilers. Then he'd write up notes on problems encountered, add a few pages contrasting the two compilers (Sorcim's Pascal/M and Digital Research's Pascal/MT+), add a few

more pages of tips on using Pascal, and hand it to Barry Workman to publish.

The first draft using Pascal/MT+ was done and looked good, and I could honestly say that the materials saved me a lot of time when I tried learning Pascal, so I wrote about it. BYTE's pipeline is, after all, pretty

Not long enough. The article came out. Orders came in. The Intro wasn't ready. Now that's not guite accurate: something was ready, but Alex wasn't satisfied with it. He didn't think he was giving people their money's worth. Meanwhile, he'd run into some really colossal problems with the way the compilers handled CP/M files. He could get the teaching programs running, but only through kludges, and he wanted to start over.

Fortunately, the story has a happy ending: the Pascal Intro package has been completely done over, and everyone who bought the old package can get the new one at nominal

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Jones: "Mr. Dow, look what they're selling in that new store down the street: Dow Jones Software. You haven't gotten us into ladies' fashions, have you?"

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respond to our dealers and customers."

Jones: "Just what can our software do?"

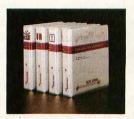
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New York: 516/621-6200, 212/76-0677, 518/449-5959 Outside N.Y.S.: 800/645-6530 New Jersey: 201/227-5552 Ohio: 216/464-6688 cost. Now obviously I'm not a totally disinterested observer; my son wrote this stuff, largely to help me learn—and understand—Pascal, Still, I like to think I can be objective about such things (and do note that I don't own the programs; they belong to Alex). In my judgment, he's done a hell of a job. The package now contains not only the programs, with all the special routines required to get things running smoothly under CP/M, but also a number of essays on typical problems. There's an especially valuable treatment on Pascal errors and what probably causes them.

The Language Debate Goes On

There are at least two reasons I've given Alex's Pascal Introductory Package as much space as I have. One is obvious: as I said at the beginning, I have to write about what we're doing around here, and Lord knows that has been the major activity, not just this month but all summer. There's another and more important reason, namely, that it did take all summer.

Pascal is an important language. Nearly every computer publication acts as if it is, and indeed Pascal is a candidate for *the* language of the decade. It is taught to nearly every student at the University of California at San Diego (La Jolla), and UCSD isn't alone in that practice. There are several implementations of Pascal for CP/M, and more are coming.

Alex and his friends are pretty familiar with Pascal—at least with the UCSD implementation of it. Grogono's *Programming in Pascal* and Kernighan and Plauger's *Software Tools in Pascal* are very popular, very highly recommended books, usually thought to be the best introductory works on Pascal.

Yet it has taken *months* of work to get these standard textbook programs running and document the differences between what's printed in the textbook and what actually can run on your CP/M system. Moreover, if there's anyone else who has a package that competes with Alex's, we don't know about it, nor do the professional programmers at several large sys-

tems houses. We know that because we tried to find something, anything, that might answer some of the problems Alex encountered. We searched through programming manuals line by line. We called programmers. At one point we considered Ouija boards. None of that was much help. It finally came down to Alex doing just a lot of hard work, finding out what will and will not run, finding compiler bugs and anomalies and glitches, writing them up, and trying another approach, until eventually he had things working properly.

Now of course I'm proud of him; but I'm also appalled. If this is a candidate for *the* language of the decade, we may have problems.

Implementer Blues

You'd be amazed at some of the problems Alex ran into. For example, Kernighan and Plauger assume that the data-type records can contain files, and the ISO (International Standards Organization) standard for Pascal makes the same assumption. Pascal/MT+ follows the standard. Pascal/M, though, like UCSD Pascal, will not allow files in records, which makes file handling complex beyond belief if you want to have several files open at the same time. That situation alone required a number of special procedures and a week's work.

The Pascal/MT+ pattern-finder function POS, which is supposed to find the first instance of a pattern within an array, is not completely reliable. It usually works, but that's not good enough; and we didn't have time to map the boundary conditions, which would require more special tests.

Just getting text, when the routines assume that text files consist of 80-character lines terminated by a carriage return and linefeed, can be ridiculously complex.

Some bugs are obscure, but thoroughly deadly. Example: in Pascal/MT+ if you open a comment and forget to close it (that can happen when you erase lines or when you nest comments), Pascal/MT+ goes away into never-never land; you have to reset the whole computer to recover. It doesn't report errors, it

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just hangs up. Incidentally, Pascal/MT+ has Error #401, Unexpected End of Input, which is supposed to deal with that situation, but the message doesn't appear.

Neither the Pascal/M nor the Pascal/MT+ manual explains some vital things like forward declarations (stating the complete heading of a procedure before the first procedure or function that refers to it); and alas, neither do the textbooks that I mentioned earlier. The Pascal/M manual does refer the reader to page 82 of Jensen and Wirth's Pascal User Manual and Report (Springer-Verlag, 1975), but that doesn't help much. Alex had to add new sections to his teaching aid.

All the implementations—beginning with the UCSD compiler, which everyone has built around—have an annoying defect in string handling. They won't concatenate a single character into a string. They will concatenate "chr" types (example: chr(26) is Control-Z; chr(072) is H) but not single variables of type

CHAR. Someone ought to fix that. And on, and on, and on. Sigh.

Kernighan's Lament

My August column spoke of Unicorn Systems' implementation of the Kernighan and Plauger Software Tools and recommended that those who want to do their own programming learn Pascal rather than RAT-FOR and FORTRAN (see User's Column, August 1982 BYTE, page 342). Shortly after, I received a letter from Unicorn Systems' Deborah Sherrer.

Unicorn Systems publishes not only the Kernighan and Plauger *Tools* but, more important, what they call a "virtual operating system," that is, a Unix-like "shell" around CP/M. Mrs. Sherrer says, "The choice of language is not critical to the virtual operating system approach. Had the project been designed *solely* for the microcomputer environment, C or Pascal might have been a more appropriate choice. However, the preprocessor chosen (RATFOR) has proven quite success-

ful in allowing portability between microcomputer and large machine environments. There is no reason why the package could not be available in several languages, though, perhaps with automatic translators between them. We are, in fact, looking into the possibility now and may eventually provide an automatic translator."

I hope Unicorn Systems does that. I like its "virtual operating system," because it lets the operating system do a number of the messy things that at the moment you must do inside your programs. One obvious example is file handling: one of the really horrible problems Alex had with implementing the *Software Tools in Pascal* was the difference in the ways that Pascal/M and Pascal/MT + handle files; these problems go away if the operating system does this for you, and I am fond of Unicorn Systems' approach to the problem.

Deborah also enclosed a copy of Kernighan's lament.

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published Bell Laboratories Computing Science Technical Report #100, entitled "Why Pascal Is Not My Favorite Programming Language." Alex's summary comment is that "he doesn't like Pascal because it isn't C." There's some justice to that. The C programming language was developed at Bell Labs, and Kernighan (with Dennis M. Ritchie) wrote the standard (and just about the only) book on the language (The C Language, Prentice-Hall, 1978).

There's also a lot of validity to Kernighan's indictments. The question before the house is, was Kernighan justified in concluding that "Pascal, at least in its standard form, is just plain not suitable for serious programing"; and if he was, then what changes must be made in Pascal to make it a "serious programming language"?

Kernighan divides his objections into four major categories: data types and scope, control flow, environment, and cosmetics.

His first complaint is universal. Pascal was designed as a "strongly typed" language. What that means in practice is that you cannot mindlessly set a variable of one type equal to a variable of another; the compiler will not let you do that. As Kernighan himself notes, this can be a pretty good thing, because it prevents the common FORTRAN mistake of sending a floating-point number off to a subroutine that expects an integer, causing a very hard to find error.

However, in Pascal the size of an array is part of its data type, which is to say that an array dimensioned, say, 10 by 10, is not only a different array from one dimensioned 10 by 15, but a different kind of animal, and it's very hard to set one array equal to another. Thus if you want to sort arrays, you have either to set aside a block of memory equal to the very largest array you will ever encounter, then use part of it, or recompile your program every time you have a new array size to worry about. The former method is very wasteful of memory. The latter procedure is at best inconvenient.

His next complaint is against a straw man-that is, there are no string variables in standard Pascal. In the original language there are only arrays of characters, and because each array size is a different type, it is very messy to compare strings or set one string equal to another. Kernighan says, "This botch is the biggest single problem with Pascal. I believe that if it could be fixed, the language would be an order of magnitude more useful." Fortunately, it has been fixed. No actual implementation

of Pascal follows the standard. Nearly all CP/M Pascal implementations use the same device, namely, that a string is an array of characters with the zeroth element containing the string length. This has the inconvenient result that, in most 8-bit machines, strings cannot be longer than 255 characters, but it does give you a mechanism for getting the job done.

His next objection is certainly



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valid: there are no static variables in Pascal.

A static variable is one that is retained but confined inside a particular function or procedure. An example would be the seed with which you call a random number: there is no necessity for the program as a whole to be able to see that seed, but certainly you must keep it around between calls to the random number function.

Alas, Pascal can't do that. When

you exit a Pascal function or procedure, all its variables go away. To retain the seed, you would have to make it external to the procedure (and probably global), where it can be seen and interfered with by other parts of the program. This can lead to side effects, and bugs thereby generated are among the hardest to

And so forth. I'm not going through Kernighan's paper point by

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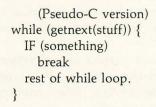
point; those interested should get a copy. However, one of his objections requires some discussion.

Terrorized by GOTO?

One real problem of Pascal is that it has no "break" statement; neither is there a "return" from a function or procedure.

This latter is not a bug, it's a feature: that is, the structured programming approach demands that there be a single entrance and a single exit from any part of a program. In Pascal, you "return" from a function or procedure by running off the end of it.

The problem comes when you want a program that goes



This is harder to implement in Pascal than it might seem. As Kernighan points out, the approach

```
done := false
while (not done) and
  (getnext(stuff)) DO
  if something then
    done := true
  else begin
    rest of loop
  end;
```

doesn't work, because in Pascal you cannot force the "(not done)" to be evaluated before the next call of "getnext". Getting around this leads to an extra level of nesting, for you must put the "getnext" loop inside a "while (not done)" loop.

Pascal enthusiasts would say, "And so what? It's a lot clearer if you make these tests explicitly hierarchical rather than relying on your knowledge of the compiler to see what's done first." They have a point, too. The C programming language (which does guarantee the order of expression evaluations) is popular with computer hackers, but it has a number of fine points that make it hard to use for those who don't work



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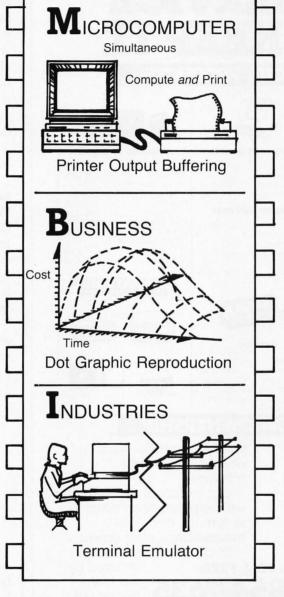
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at it a lot; at least I've found that to be

Still, the lack of a "break" statement in Pascal can, in more complex situations than the above, lead to some funny-looking code complete with superfluous "bookkeeping" variables. Kernighan goes on to say: "Of course recidivists can use a GOTO and a label (numeric only and it has to be declared) to exit a loop. Otherwise, early exits are a pain, almost always requiring the invention of a Boolean variable [a Boolean variable is one that takes only two values, true and false] and a certain amount of cunning."

Query: why is using GOTO and a label so horrible?

Yes, I know; questions like that can get me thrown out of the lodge. We've all been taught that use of GOTO is *always* improper. But is it? In the early days, the GOTO was much abused, so that it was impossible to follow program logic. The code led you into an opaque tangle of spaghetti.

But because something can be abused doesn't mean it has to be abolished. To return to our example, I see nothing at all wrong with:

I mean, really, how is this different from the "break" statement? Is it harder to understand? To claim that any use of GOTO is "recidivist" is, in my view, blind prejudice.

There's a New C A'comin'. . . .

I have mixed emotions about the C programming language. On the one hand, I open Kernighan and Ritchie and read a chapter or so, and I think I understand what they're saying; then I go try to write some code in C, and the results are an unmitigated disaster. I think I know what a statement like

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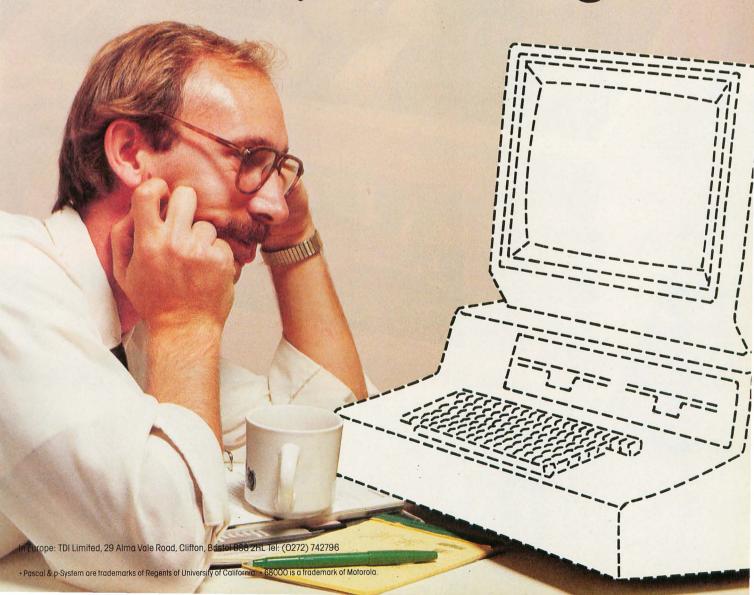
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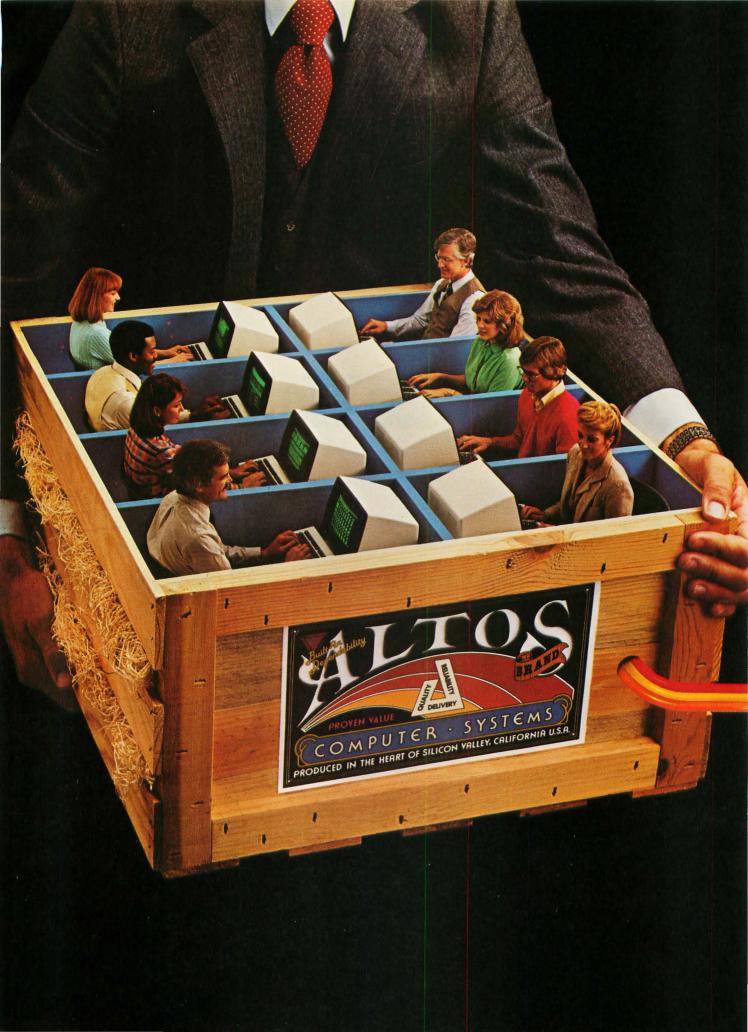
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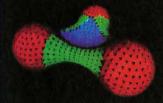
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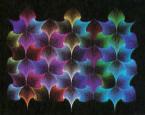
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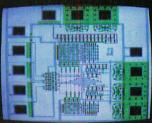
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for
$$(i = 0; i < N; i++)$$

says, although you don't have to be away from the language long to forget; but then comes

and I have to think some more. Whatever else you say about C, it doesn't much resemble English.

These are not fatal objections; as I said, I often find myself tempted to try using C, especially after I've spent a few minutes talking with Leor Zolman; his enthusiasm is catching. One big problem has been that we don't have a full C for small computers. (True, there's Whitesmiths C; but it wasn't intended for microcomputers; it's a fluke that it works with a Z80 or 8080, getting it running is no easy task, and if you're using it you don't need to read my columns to tell you about languages.)

Then there's Leor's BDS C (BD Software C), available from Lifeboat Associates. I've written about it many times; the main limit to BDS C is that it hasn't any floating-point data types. There are a few other limits, so that you can't-or at least I can't—just copy programs out of Kernighan and Ritchie and expect them to run.

There are a surprising number of other C compilers. Dr. James Van Zandt of Nashua, New Hampshire, has been kind enough to list them all for me:

- Small-C: written by Ron Cain, source code published in Dr. Dobb's Journal, no. 45, May 1980. Small subset of C, excludes structures, multidimensional arrays, floating point, case statements, and other vital stuff. Source and object code available for \$17 from The Code Works.
- Small-C Plus: an extension of Cain's Small-C by Kirk Bailey (adds for and while loops, case statements, and some others). Available for \$25 from Alpha Omega Computer Systems Inc.

- Q/C: Another extension of Small-C, by Jim Colvin (includes for loops, case statements, while loops, goto, assignment operators, command line arguments, I/O redirection, etc.) Source (!) and object code available for \$95 from The Code Works.
- CW/C: A larger extension of Small-C (includes structures, unions, multidimensional arrays, #ifdef, etc.) Object code only available for \$75 from The Code Works.
- C/80: A subset of C based in part on Small-C, with considerable changes by Walt Bilofsky. Excludes floating point, structures, pointers to pointers, etc. Compiles to 8080 assembly language. Object code only available for \$49.95 from The Software Toolworks.
- Infosoft C: An extensive rewrite of Small-C by Richard Roth, described in an article in Dr. Dobb's Journal, November 1981. (Lacks float, goto, &&, etc.). Complex availability: "A runable version for \$50 in conjunction with our SAL structured assembler development tool kit listed at \$225. Or source may be licensed for an additional \$250 when the runable version is licensed." From Infosoft Systems Inc.
- Supersoft C: They claim this is "most of version 7 Unix standard C." Object code is \$250. Available from Supersoft Associates.
- Aztec C II: "All C language features except bit fields." Advertised in Dr. Dobb's Journal, no. 65, March 1982. Object code, assembler, linker available for \$195 from Technical Software Systems. Compiler without floating-point numbers or long integers, \$135.
- tiny-c One (interpreter) and tiny-c Two (compiler): A small language similar to C, described in Dr. Dobb's Journal, May 1980. Interpreter source and object code (\$100) and compiler object code (\$250) available from tiny-c Associates.

Dr. Van Zandt reports: "I've used Small-C and have started enhancing it. My version compiles at about 220 lines a minute, but it's still slow. I'm looking for a fast compiler that handles floating-point numbers and a matching interpreter for fast debug-



ging. I suspect I'm not alone. Can you help in our search?"

I'm not sure I can help; except for Whitesmiths and BDS, I don't have any of those C compilers, and just at the moment, there aren't any C fanatics among the students and associates working here. Perhaps one day both will materialize. Meanwhile, there is a promising development.

As I began this article, I got a telephone call from the people at MDBS (Micro Data Base Systems Inc., POB 248, Lafayette, IN 47902). MDBS is a bunch of Purdue University people with their commercial hats on.

They have arranged to obtain the source code to Leor Zolman's BDS C, which they are enhancing. In particular, they're adding floating-point numbers and long variables.

That might be the answer to Professor Van Zandt's problem. I know that Leor continues to improve his BDS C package, and the MDBS people have a prodigious reputation for

nearly indestructible software. The combination may be unbeatable.

However, I can't make any promises or guarantees about any of these. I'm not really competent to evaluate C compilers, since I barely know the language. From the amount of mail I get, I know many of my readers are interested in C, and indeed so am I, so I'm happy to report what I can; but alas, I can only report what I know, which isn't much.

MDBS

The MDBS program itself is a structured database system that ties into a regular programming language. I'm not certain precisely which languages are supported; I know that versions to match BASIC, FOR-TRAN, and PL/I are available, because I have them. I do not have them running, and therein lies a tale.

Over a year ago, my mad friend Mac Lean became fascinated with PL/I and, after a couple of months' work, became quite proficient in the language. When MDBS offered evaluation copies of its database, I asked for versions in BASIC and PL/I. Mac Lean took the PL/I version away; but he soon returned it.

"What's the matter?" I asked.

"I'm not that expert," he said. "I'll stick to dBASE II. thanks."

MDBS went back on the shelf for a while. The other day I dusted it off to see what had discouraged Mac Lean. It didn't take long to find out.

The top document in the MDBS package was "A Primer on Data Base Management Systems" by Dr. Clyde Holsapple.

I am thinking of giving an award for the most opaque and unreadable document of the year; if I do, Dr. Holsapple is a hands-down winner. I'm sure there's a lot of information in there, but I could read that document until I go blind and I wouldn't understand it. As I sit staring at it, a few glimmers of sense get through to me, but as soon as I put it down, all flees from my head.

Consequently, I have never implemented any MDBS programs; like Mac Lean, I find either my own "minimum database" or dBASE II more than adequate. I have,

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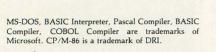
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moreover, spoken with a number of MDBS users, including its owners, and they are universally agreed that MDBS is not a rival to dBASE II.

MDBS is for "professional programmers only," according to the company. You use MDBS to write highly structured database systems, accounting packages, accounts receivable, inventory management schemes, and highly cross-referenced filing systems. Most of the programming is done in the computer language of your choice; you then hook in the MDBS stuff, which is rigidly structured and said to be easy to work with once you know what you're doing.

Professional programmers I've talked with say they like MDBS. However, they also warn that it is not a tool for beginners. Moreover, most agree that MDBS in BASIC is not terribly useful: by the time you know enough about programming to be able to use MDBS, you'll have abandoned BASIC as a language.

My own suspicion is that's true, ex-

cept for CB-80, which has sufficiently structured concepts to avoid nearly all of BASIC's quirks, and which is the one BASIC-like language that I think is a serious rival to Pascal and Ada.

As to the PL/I version, Mac Lean wasn't just trying to get out of work. MDBS and dBASE II are quite different in their approach to data management. dBASE II and its rivals are relational databases. They store information in what is fundamentally a large two-dimensional array. MDBS and the CODASYL database systems are hierarchical in structure. They store information in "trees" and limit the ways that you can climb around in the data tree.

The hierarchical structures are very useful if you know in advance what data you will want to store and have some ideas about how you want the data structured. However, hierarchical structures are not very flexible; if you want to change things around, it's not impossible, but it is quite difficult.

Relational structures, on the other hand, are slower and don't have the fancy record structure of the hierarchical databases; but they're much easier to set up and work with, and, more important, they're a whack of a lot easier to change. It's much easier to add new data categories to a relational database than it is to stuff them into a hierarchical system.

All of this is-more or less-explained in the MDBS documents, not all of which are quite as opaque as Holsapple's "Primer." Fair warning, though: to get through MDBS, you'll want to be pretty familiar with the computer language of your choice, and you'll want to know a good bit about the structure of the database you're trying to set up. I won't point out that you'll also have to be highly motivated: only the highly motivated will get through the introductory MDBS documents.

The Example Remover?

There's an old proverb, Whom the gods love, they chastise. I hope I may without blasphemy apply that to my relationship with Digital Research (DR).

That is, it should be obvious that I like CP/M, CB-80, Pascal/MT+, and PL/I, all of which are sold by DR; and indeed I'm particularly fond of CB-80, which is certainly the only BASIC that might rival Pascal.

My fondness for DR's products does not, however, extend to its documentation. Now true, I am on public record as saying that I think the old Compiler Systems CBASIC documents among the best in the microcomputer world. Alas, those were written by Gordon Eubanks prior to his company's being bought out by DR. After the sale, Gordon became a vice-president of DR and moved up to Monterey. CBASIC and CB-80 are now published by Digital Research.

The first edition of the CB-80 manual wasn't bad. It has those railroad-track syntax diagrams that I find either trivial or incomprehensible, but like the CBASIC manuals before it, it has plenty of examples.

It wasn't complete (as I learned



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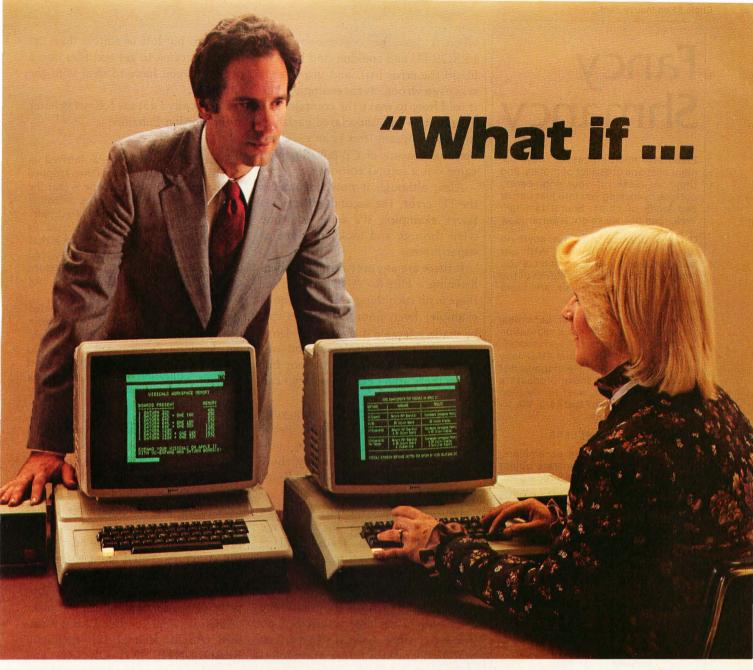
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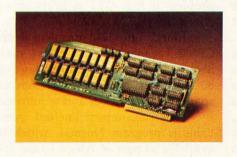
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when I got the obscene-sounding ERROR FU and couldn't find ERROR FU in the error list), and in places it was even wrong, as for example when it told how to make the compiler call attention to any undeclared variables in your program (this is an excellent optional feature of CB-80). So there came out a second edition.

Alas, although it now documents the FU error, the second edition has fewer examples; it's as if someone went through and took out some as superfluous.

If there are any software publishers listening, HEAR AND BELIEVE: there is no such thing as a superfluous example! Even poor documents can be made tolerable if they have plenty of examples, because then you can reason your way by induction; but when there aren't examples, what can you do?

Moreover, the act of testing your examples (and please, please, never publish an example unless you yourself have tested it!!) may show you things you didn't know about your program.

Item: one of Gordon Eubanks's assistants told me that the Read Line function in CB-80 reads until it reaches a carriage return.

"Goody!" thought I, for one of my biggest problems is how to deal with text created by editors that mark line ends with a carriage return but no linefeed, since ASCII (American Standard Code for Information Interchange—the character set we all use in CP/M) has no single Newline character.

I proceeded to write a text-mashing program. After all, CB-80 can handle strings up to 32,000 characters long; this ought to make it simple to do things to text. Unfortunately, as I learned to my sorrow, CB-80's Read Line does not read until it finds a carriage return. It reads until it finds a linefeed, and of course there aren't any in the files I wanted to work on.

Indeed, the problem gets even more complex: many text editors treat the formfeed character as a Newline as well as a New Page; that is, if you end a line of text with the FF character, the editor believes that you've also ended the line. This isn't an optimum

situation, but lots of editors do it, so if you're trying to get text files into a program, you have to deal with the situation.

Eventually I got the following letter from Gordon Eubanks:

Read Line reads until a linefeed is found. The carriage return is then stripped off the string. The bottom line is that the Read Line works with text files delimited with a carriage return and linefeed pair. The documentation will be updated to clarify this issue. A bigger problem is that many users, I am sure, would like to read text files delimited by a carriage return either followed by a linefeed or not followed by a linefeed.

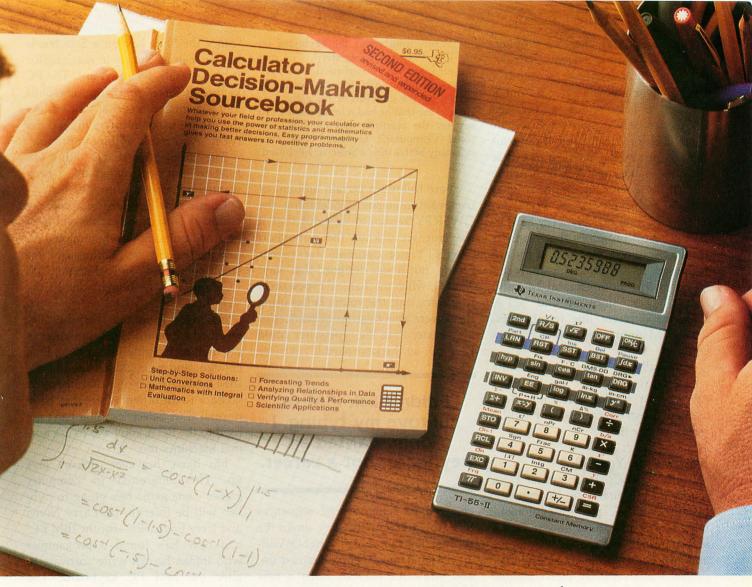
The reason Read Line is implemented this way is historic. (Historic in the sense that it was perhaps not the best thought out decision.) To change it now would jeopardize many existing programs. I feel a strong obligation to support existing programs and software developers. Any ideas on a solution?

On thinking about it, I have: add a new read statement, say, READ UNTIL (X) where X is something the user can insert for himself. The structure might be a Boolean flag that's false until the (X) character is encountered, then goes true; with that a programmer could handle nearly any file structure. You'd want to be able to do more than one READ UNTIL paired as OR statements: that is, suppose X1 is a carriage return character (ASCII decimal 13) and X2 is a formfeed (ASCII decimal 12); then you READ UNTIL (X1) OR (X2) and you'd have solved the problem of getting text from any editor.

Gordon adds, "The GET function will read a character at a time from a text file and allow you to build strings as you desire. Since CB-80 supports 32,000-byte strings, this is quite practical for many applications."

All true, and one reason I wanted to use CB-80 for my text masher. The problem is that GET is fairly slow. Ah, well.

I found one last problem with CB-80: I wanted to read in text, play about with it, and output it in lines of 80 or fewer characters, broken at spaces between words and terminated by a carriage-return/linefeed pair. (This is program Normal, which is available as part of Alex's Pascal In-



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tro package.) Alas, there's a problem in CB-80's output system, namely, that when it is supposed to output a completely blank line, it puts out a linefeed only without a carriage return; it's only if there's a space, or something, on the line that it puts out the carriage-return/linefeed pair that together make an ASCII Newline (which the documents imply is what CB-80 believes is a Newline character). This makes it very hard to set up Pascal programs that read the text so produced, especially if they're supposed to be programs that can work with both Pascal/M and Pascal/MT+, since M and MT+ look for different line terminators. (Pascal/M ignores linefeed characters entirely.)

Eventually I prevailed, but the result is not as fast as I'd like. Anyway, it works; but the CB-80 manual doesn't mention how CB-80 marks empty lines.

Jiggering Up Your IBM

In the West Coast Computer Faire report ("Computers for Humanity," July 1982 BYTE, page 392), I mentioned an article about how to buy a bare-bones IBM Personal Computer and add your own memory and disk drives. I inadvertently didn't include a reference to the article, which appeared in the first issue of a magazine called Personal Computer Age, 10057 Commerce Ave., Tujunga, CA 91042.

That Wrecked Keyboard

Readers will recall that I am no enthusiast of the key layout on the IBM Personal Computer (PC). The company has put extra keys between the normal typewriter-key layout's Z key and the Shift key, and it has reduced the size of the Return key and moved it far, far away from the home keys. It's an understatement to say I'm no enthusiast: indeed, I think it is (1) an insult to American touch-typists and (2) an unmitigated disaster. (I'm reminded of the lawyer who sent a "Sir: F-You. telegram saying, Strong letter follows.")

Davis Foulger of New Canaan, Connecticut, who otherwise likes my column, says:

You're wrong about the keyboard on the IBM Personal Computer. . . . I met the engineer who designed it at a conference in New York. He was obviously pained by the criticism of his baby. . . . He told me that he had a lot of research to support the assertion that the IBM Personal Computer's keyboard was considerably better than a Selectric keyboard.

There follows a certain amount of irrelevant material condemning the QWERTY keyboard. It's not that it isn't true: we all know that not only is QWERTY not optimum for touchtyping, but it was designed that way! That is, when mechanical typewriters first came out, the young ladies using them were able to strike sequences of keys faster than the typewriter could keep up; so the keyboard layout was

I didn't ask IBM to improve my typing. I only wanted a keyboard, not a career.

changed to separate key sequences like "th" and "ou" to slow down the typists. The fact remains that QWER-TY is what most people learned on, and while it's easy to learn a new board like the Dvorak, it's nearly impossible to go back to a QWERTY after you've learned a new keyboard.

Then he points out that the IBM PC keyboard has a lot of keys that normal typewriters don't have. Where should they go?

Now I agree that putting on the full ASCII key set is a must for a good keyboard, and one of my major criticisms of the Osborne 1 is that it doesn't have the tilde (~), grave (`), and curly braces { }; indeed, the first thing I look at when I see a new computer is the keyboard, and if it's missing some of the keys my enthusiasm wanes rapidly.

But that, too, is irrelevant. My ancient DECwriter keyboard has the full set of ASCII keys while retaining the Selectric layout including the oversize Return and Shift keys. Mr. Foulger writes that once you become used to the IBM PC keyboard, you find your typing becomes much more accurate.

"Since the Shift key on a Selectric is big, we can be clumsy in reaching for it. As a result, we often are. The PC keyboard forces precision. The Shift key is a small target that won't allow the user to make mistakes in reaching for it. As a result, typing improves."

The problem is that I didn't ask IBM to improve my typing. I only wanted a keyboard, not a career.

Comes now Jim Baen. Jim was my editor at Galaxy magazine and later at Ace Books. Somewhere along the line he caught my enthusiasm for small computers, and when the IBM PC came out, he bought one of the very first.

He loves it, except for the silly wrecked keyboard. They say you can get used to hanging if you hang long enough, and he could get used to the IBM keyboard – except that he has to go back to the office, where they have normal IBM Selectrics. You can't get used to the PC if you have to use normal machines too.

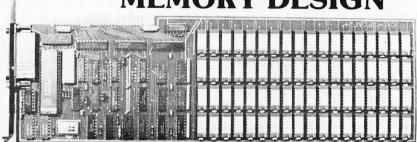
Jim Baen, however, doesn't give up. He's interested in computer games—one game he's going to publish will be Inferno, by Larry Niven and Jerry Pournelle—for the IBM PC; and now he's found a progammer who thinks he can write software to alter the IBM PC keyboard. The alteration would convert the stupid keys between the Z and the Shift, and the ? and the Shift into Shift keys. It would also convert the ridiculous key that's been put between the home keys and Return into a Return key. To get the characters that these "extra" keys normally make, you hit ALT and the key.

Jim's programmer swears that will work; as of now it's not available but will be Real Soon Now, at which time I may go buy an IBM PC.

Meanwhile, I see from the DEC personal computer documentation that DEC's keyboard also has software reprogrammable keys, and it's probable that some similar trick can be worked with it. It's a pity that you have to kludge things up that way; you'd have thought that IBM and DEC had people smart enough to guit winners. And one day someone will come out with a properly designed kevboard.

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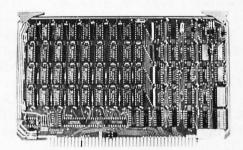
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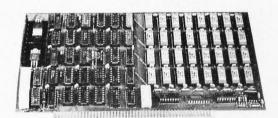
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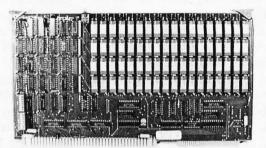
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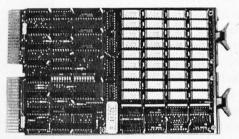
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Dire Warnings

Mr. Dale Peters of Oklahoma City is a professional programmer who uses COBOL. He wants me to warn microcomputer users away from COBOL before they become ensnared.

I agree with his sentiments, but I wouldn't have thought the warning necessary. However, Mr. Peters says that applications programming schools are still turning out so-called programmers who know nothing but COBOL, and that data-processing shop managers are beginning to make a serious distinction between COBOL-coders and "real programmers," which they must do "as the cost of program maintenance gets higher and higher compared to hardware costs."

I suppose I have been naive in thinking COBOL a dying language. If my views have any weight, I agree with Edsger Dijkstra: "Teaching COBOL ought to be regarded as a criminal act. . . ." The language is obsolete, limited in power and scope, and not well implemented on small computers. Most COBOL programs I have seen are hard to understand and harder to maintain. There has to be a better language for almost any application you have in mind.

Real Soon Now

Chaos Manor is filled with new stuff. I suppose it's appropriate since it's my birthday today. There's a neat new system that lets you read and write 8-inch CP/M files from an Atari 800. It comes from Vincent Cate, 6708 Landerwood, San Jose, CA 95120, and I've heard good reports about it. It's off with one of my associates who has an Atari; full report next month, but for now I'll just say it works.

We also have sitting on the living room floor the conversion kit to turn my DEC VT100 terminal into a DEC VT180 small computer. Holly Thompson, the DEC marketing lady who brought the system over, says the conversion will take only an hour or so. (Holly, incidentally, is one of the Friends of the English Regency, which Mrs. Marilyn Niven, my partner's wife, is so mad on.) In any event,

full report when I get back from Europe.

I have some intriguing new software, too, such as the Statcom CRTform (Statcom, Suite 202, 5766 Balcones, Austin, TX 78731) programs that say they're programs that write programs. I have versions for CBASIC, PL/I, and PASCAL/MT+. They look similar to the MDBS pro-

I suppose I have been naive in thinking COBOL a dying language.

grams, but the documents are a whole lot easier for me to understand. Alex will play with the MT+ version while I loll about in Florence and Venice.

Some time ago (see User's Column, January 1982 BYTE, page 132) I reported on the Lobo LX-80, which takes the place of the expansion interface for the TRS-80 Model I. It's more reliable, has many new features including an external data separator, contains part of an operating system in PROM (programmable read-only

memory), and in general is elegant; it kept my TRS-80 viable for at least a year longer than I'd otherwise have used it.

Eliot Lane of Lobo (354 South Fairview, Goleta, CA 93117) tells me Lobo has done it again: a full 64K-byte 5-MHz Z80 computer intended to compete with the TRS-80 Model III, to sell for about \$800. Eliot is bringing one around for Alex to play with while I'm in Europe, so he should be pretty familiar with it by the time I return. If it's as well made as the Lobo LX-80 was, it should be quite a machine. [For a Product Description of the Lobo Max-80, see page 390 of this issue. . . ED]

And of course there's the Otrona Attache, which is a briefcase computer that competes with the Osborne 1 in the same way that a BMW competes with a Volkswagen. I'm taking the Attache rather than the Osborne 1 to Europe because the Attache has a higher tolerance for strange power frequencies and has switch settings to accommodate some of the voltages we're likely to encounter. With any luck there'll be both photographs and a report.

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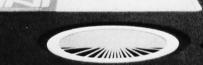
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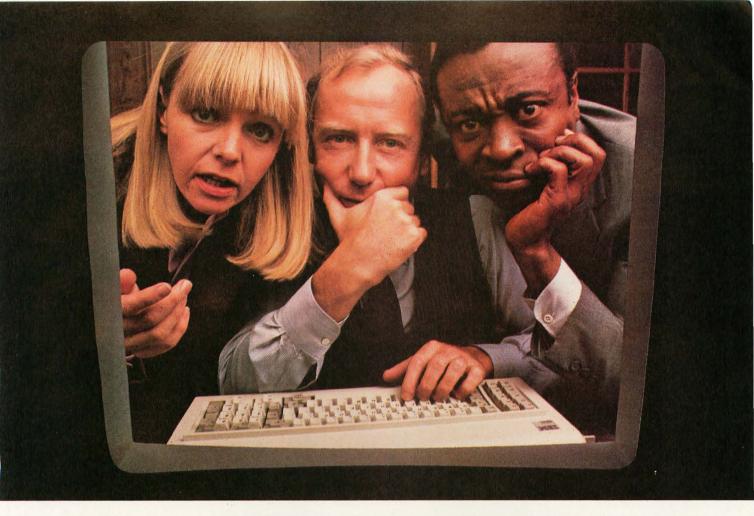
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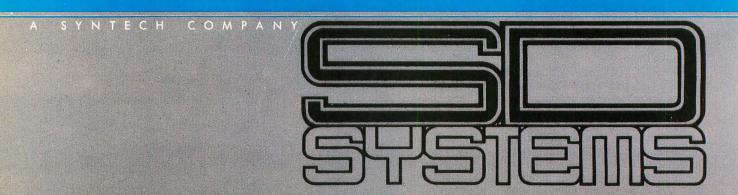


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Hardware Review

Autocontrol's AC-85

A CP/M System on One Board

JoAnne Benedict RR 1, Box 221B4 Longmont, CO 80501

The Autocontrol single-board computer is one of the best buys on the market. You get a complete computer on a single circuit card; it has been assembled, tested, and burned in for one week. It only needs to be connected to a video terminal and some disk drives in order to run the CP/M disk operating system and attendant software.

Photo 1: The author's AC-85 mounted in a homemade cabinet.

Although not quite as flexible as an S-100 system, a single-board computer is a cost-efficient way to get no-frills computing power.

"Maximum function at minimum cost." That was our primary goal as we began our search for *the computer*. Although word processing would be the primary use, we wanted enough versatility for record keeping and engineering problem solving. We wanted a small-business computer at the cost of a personal computer.

After examining and rejecting many popular systems because they were either too expensive or did not provide enough function, we decided to try to put together a system ourselves. Because I am a programmer and my husband is an electronics engineer, we believed we should have more than sufficient expertise to solve whatever problems would arise. We considered several single-board computers and S-100 bus systems, but finally decided on Autocontrol's AC-85 (see photo 1) as providing the best function at the least cost.

The AC-85 board has a fast 8085A-2 central processor and 64K bytes of memory. The floppy-disk controller is an NEC (Nippon Electric Company) μ PD765, which can support up to four 8-inch single- or double-sided floppy-disk drives in either single- or double-density, with any mix of disks running at the same time. The disk controller can handle 5½-inch disk drives, but the custom CP/M BIOS (basic input/output system) from Autocontrol will not recognize them. Three RS-232C channels with software-selectable settings of 50 to 19,200 bps (bits per second) will support a terminal, a printer, and any auxiliary serial device. The AC-85 board sells for \$750 and is fully assembled, tested, and burned in for one week.

The AC-85 comes with a stand-alone monitor in PROM (programmable read-only memory). If Autocontrol's version of CP/M 2.2 is ordered, a new PROM with a custom BIOS is also shipped. This PROM will automatically load either a regular CP/M distribution disk or a custom CP/M disk from Autocontrol. During a cold boot, the custom BIOS and some common disk

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At a Glance

Name

AC-85 one-board CP/M computer

Manufacturer

Autocontrol Inc. 11744 Westline Industrial Dr. St. Louis, MO 63141 (314) 739-0055

\$750 (includes RS-232C and power cables); instruction manual, \$15

Dimensions

8.5 by 12 inches

Processor

Intel 8085A-2

System Clock Frequency 10 MHz

Memory

64K-byte dynamic programmable memory; 8202A RAM controller; PROM memory: 2716, 2K-byte ultraviolet erasable PROM contains a bootstrap loader or a monitor program

Mass Storage

NEC µPD765 disk controller capable of controlling four 8-inch floppy-disk drives in single- or double-density

RS232-C Channels

Three serial channels of 2651-type with 16 selectable data rates from 50 bps to 19,200 bps

Options

None, but power supplies and extra cables may be purchased

Software

2K-byte monitor EPROM (2716); CP/M 2.2 is available completely configured for an additional \$150; programs to format single- and doubledensity disks; diagnostics programs for memory, interrupts, and disks; software to reconfigure an existing CP/M 2.2 operating system

Comments

Knowledge of connectors, reading circuit diagrams, and 8085 machine language is needed; board comes fully tested and burned in for one week, so few problems should occur

Audience

Those trying to save money while obtaining an effective computer system

routines are moved from the PROM into main memory and the density of each disk is determined. The density of the disks may not be changed without doing another cold boot. The bootstrap loader also moves CP/M from the system disk into memory.

Software is provided in Autocontrol's reconfigured CP/M disk for changing the serial port's data rates or formatting disks. Diagnostic programs for checking the memory, interrupts, and the single- and double-density floppy disks are also included. If you already have CP/M 2.2, a configuration disk is available separately.

Autocontrol's comprehensive manual contains instructions for loading a 20K-byte CP/M distribution disk, loading the AC-85 single-density disk, making 63K-byte CP/M single- or double-density disks, and for making the disk automatically cold boot when the system is first turned on. The manual also explains how to change the data rates for the terminal, printer, and auxiliary devices by modifying a code on the disk. By altering another byte in the same code, you can use either Autocontrol's PROM BIOS or the BIOS residing on the system disk.

AC-85 POWER CABLE

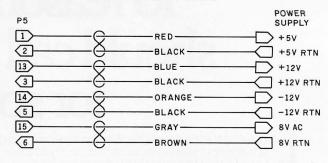


Figure 1: Power-cable connection to the single-board computer.

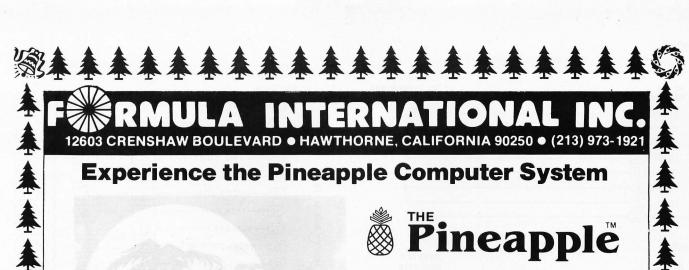
Cable Connections for the AC-85

The AC-85 single-board computer has four interface connectors and one power-cable connector (see figure 1). The power-cable connector comes prewired and color coded according to the circuit schematic in Autocontrol's documentation. The board includes an op amp that conditions an 8-volt (V) signal developed from the AC power lines that the 8085 can use in a timing or clock program. The signal is routed through the power cable from either a small separate transformer or the transformer that produces the +5-V DC power supply. The power supply must provide +5 V at 1.5 amperes (A), +12 V at 0.3 A, and -12 V at 0.1 A. An on-board voltage regulator converts the -12 V to the -5 V needed for the 4116 memory devices. This power configuration is very easy to accommodate with currently available supplies. We decided to use a larger +5-V supply to power our Siemens floppydisk drives as well.

Autocontrol provides an RS-232C cable (25 conductors) with the connector to the board already mounted. All we had to do was check the connections needed at the terminal and wire the included connector to match. Autocontrol's instruction manual gives explicit instructions (see figure 2) for wiring all the needed cables to standard peripheral devices, but certain printers or terminals, such as an NEC Spinwriter, may require special configurations (see figure 2b). We found one small error in one of the schematic diagrams; they are correct, however, in the figures here.

The interface cable for the floppy-disk drives uses the standard Shugart pin assignments (see figure 3). We used a standard 50-pin card-edge connector and ribbon cable. Be very careful when attaching the ribbon cable to the pin and card-edge connectors, as a misalignment will result in the disk drives not working.

The instruction manual also gives clear instructions for wiring the options on the Shugart drives; those instructions do not apply to the Siemens drives. To interface to the NEC 765 floppy-disk controller, Siemens drives need two minor wiring changes: when the drives are connected in daisy-chain fashion, only the last drive must have the





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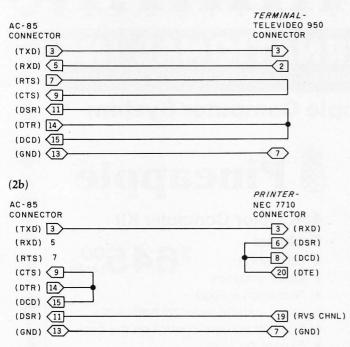


Figure 2: Serial-cable connections for the single-board computer. These connection diagrams (contained in the Autocontrol manual) allow the user to configure RS-232C cables for use with most serial peripheral devices.



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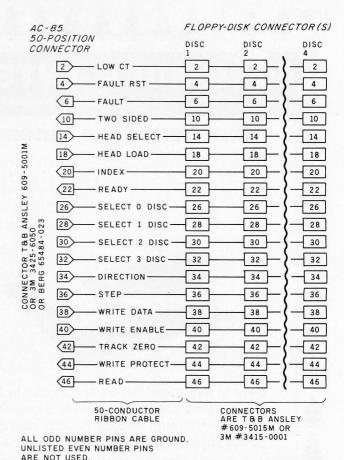


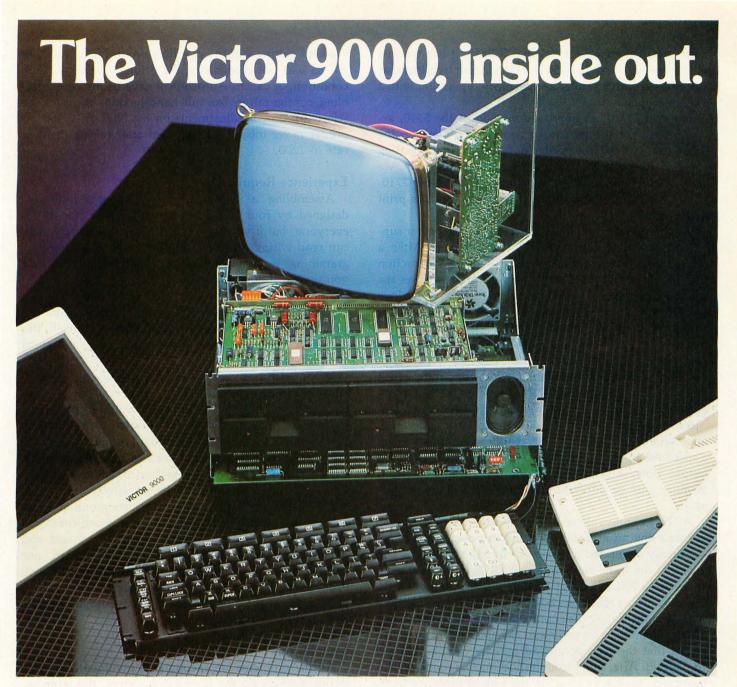
Figure 3: Shugart-compatible disks are accommodated easily. Because the standard pin assignments are used, a cable can be made by attaching connectors directly to a 50-conductor ribbon cable.

terminator network installed. We obtained these changes from the helpful engineering staff at Siemens OEM Division in Anaheim, California.

Because we mounted the AC-85 board in an enclosed cabinet, the Monitor and Boot push-button switches were inaccessible. To solve this problem, we added two normally open, momentary-contact push buttons on the front of the cabinet and wired them in parallel with the original switches. The added wire capacitance to the reset circuitry has not affected operation at all.

Putting It All Together

Using the same criteria for choosing our peripheral devices as we did for choosing the computer itself, we settled on four Siemens FDD 100-8 single-sided, dualdensity disk drives; the new Televideo 950C terminal; and the recently introduced NEC Spinwriter 7710 (obtaining all at lowest discount prices). Our Televideo 950C terminal arrived first. Because it has a local mode, we were able to check it out quickly and become familiar with it. It had a few problems, but when we called the Televideo software staff, they were very helpful and sent us two new EPROMs (erasable programmable read-only



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memories) to replace the original ROMs. It has worked properly ever since. The 950 is an intelligent terminal that can be used with a printer as a memory typewriter with a 96-line capacity.

The NEC 7710, an improved version of the 5510, arrived next. The printer can be connected directly to the Televideo 950C's local printer port. After finally getting the data rate, parity, and word length set properly, we were able to check all the functions on the NEC 7710. We've had no problems with the printer, and its print quality is excellent.

We then connected the AC-85 board to the power supplies and the terminal's RS-232C connector. After a minor cable problem and a session with the instruction manual of the Televideo 950C, we were ecstatic to see the monitor-prompt message appear. With the stand-alone monitor PROM in the AC-85, we could change, display, and execute programs in memory. I wrote a short machine-language program and successfully checked the computer and the terminal.

Other commands available with the stand-alone monitor PROM include filling a block of memory with any hexadecimal value, displaying all the processor's registers, moving a block of data from one address to another, changing any register, reading the contents from a specified input port, writing a given byte to a specified output port, and loading from the PROM or from memory with or without initializing any I/O (input/output).

After an enjoyable session in the woodworking shop constructing an acceptable cabinet for the living room, we finally connected the Siemens floppy-disk drives and replaced the stand-alone monitor PROM with Autocontrol's BIOS PROM. Unfortunately, CP/M did not work. I wrote another machine-code program to issue disk commands to the floppy-disk controller and check the status. Using the monitor to enter and execute the program, we found that the read command failed: "Unable to Read Id," it said. After more troubleshooting, we found an embarrassing connector short in the ribbon cable we built. Now CP/M worked, but we kept getting "BAD SECTOR" messages four out of every five times we issued a CP/M command. One clue was that the problem occurred more often the farther into the disk we read.

It appeared to be a timing problem. I wrote another short machine-language program to tell the NEC 765 controller to change the head-step time from 8 milliseconds (ms) to 6 ms. Using the DDT function of CP/M, we entered and executed the program. The "BAD SECTOR" message no longer occurred, and we immediately changed the appropriate byte in the BIOS on the monitor EPROM. According to the Siemens manual, a step time of 3 ms is the lowest acceptable value. We tried all the values down to 3 ms, but 4 ms seemed to be the fastest reliable head-step time.

Prematurely elated by having three of the four components working, we were not expecting the final frustration when we connected the printer to the AC-85 board.

We kept getting a buffer overflow on the NEC 7710. The AC-85 was not recognizing the printer's buffer 7/8 full condition. A call to Autocontrol gave us the correct cabling configuration for full handshaking. A few more selected protocol adjustments on the NEC 7710 and the printer never missed a byte, even after raising the data rate to 1200.

Experience Required?

Assembling a system from components built and designed by four different companies may not be for everyone, but if you have some electronics background, can read wiring diagrams, and understand a little programming, it should not be very difficult and can save you several thousand dollars.

Autocontrol also sells the AC-85 board assembled in a cabinet with two 8-inch floppy-disk drives. Although you can save some money by assembling it yourself, this may be a viable option for those who need an assembled system ready to go.

If you wish to avoid the interface problems, a call to Autocontrol to find out which peripheral devices they have used and how to connect them would be beneficial.

Another product, which Autocontrol introduced in October 1981, is a similar single-board computer, but with only two serial ports for a printer and auxiliary device. It has a device for controlling a keyboard, and one for controlling a video monitor (with an effective speed of 38,400 bps), so that an external video monitor is not needed. It can be purchased with just a self-contained monitor and keyboard; with the monitor, keyboard, and one floppy disk; or with the monitor, keyboard, one floppy disk, and one hard disk. This could very definitely bring down the cost of a complete system, and may also permit high-speed video graphics. We would not hesitate to buy either board in any case.

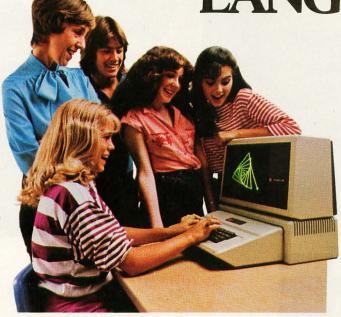
Conclusions

All the problems we encountered involved cabling or setting options on the floppy-disk drives, the terminal, and the printer. As of today, all hardware has worked flawlessly. We are very impressed with the lack of problems with the AC-85 board. We are also impressed with the help we received to solve our problems when we called Autocontrol.

I would have been happier if the AC-85 board had Zilog's Z80 instead of Intel's 8085 (mainly because of the additional software available), but the 8085 should be more than sufficient for our needs, because it can run all standard CP/M software.

While a single-board computer is not expandable like an S-100 or standard bus system, the AC-85 is a reliable, reasonably priced alternative. We were able to choose peripheral devices according to our own price/performance criteria, have the joys and frustrations of trying to mesh together four components from four manufacturers, and wind up with a real computer costing \$2000 to \$3000 less than a completely assembled system.

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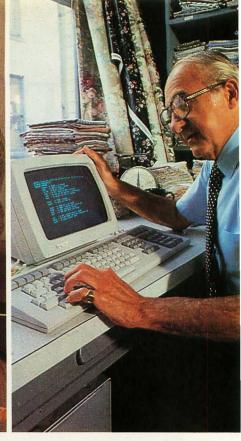
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Hardware Review

The Soundchaser Computer Music Systems

Robert A. Moog Big Briar Inc. Leicester, NC 28748

The Soundchaser Computer Music Systems are two within a growing class of systems that take advantage of the potent processing, storage, and number-crunching capabilities of personal computers such as the Apple II. Both include a digitally scanned music keyboard to feed musical performance data to an Apple. The Analog system uses one or two of Passport Designs' proprietary, digitally programmable analog tone-producing cards, each of which incorporates three rudimentary synthesizer voices. The Digital system uses the

Mountain Computer Musicsystem, a two-card accessory digital oscillator that produces up to eight two-component musical tones. Each system includes a software package that sets up the tone colors (timbre), ties the tone-producing circuitry to the music keyboard, and provides store and recall (record and playback) functions. Together with the Apple computer, either system is a polyphonic synthesizer with more open-ended versatility than any computerized packaged musical instrument costing less than a basic foreign sports car. The two

systems differ in the types of tone colors they produce, the tone color controls provided, and the musical data-processing capabilities that are available. Photo 1 shows the components of these two systems.

The big difference between computer music systems like the Soundchasers and a conventional polyphonic synthesizer is in the type of "control panel." A conventional synthesizer has a set of hardware controls and switches that are the musician's "handles" to manipulate the sounds. The Soundchaser systems use a "soft" control panel—a graphic video representation of parameters, plus a set of instructions for accessing these controls through alphanumeric commands. For the performing musician, a soft panel is a mixed blessing because its versatility is offset to some degree by the longer time it takes to "set" soft controls. For studio musicians, teachers, and experimenters, however, the software-based system configuration's unprecedented versatility is of great value. It allows the system supplier to increase and improve the system's capabilities through software updates, at modest cost to the user. It also allows users to customize their own systems without danger of wrecking them the way hardware hot-rodders often do.

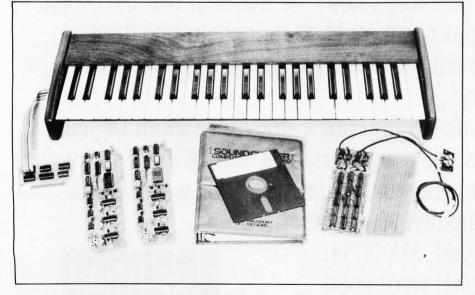
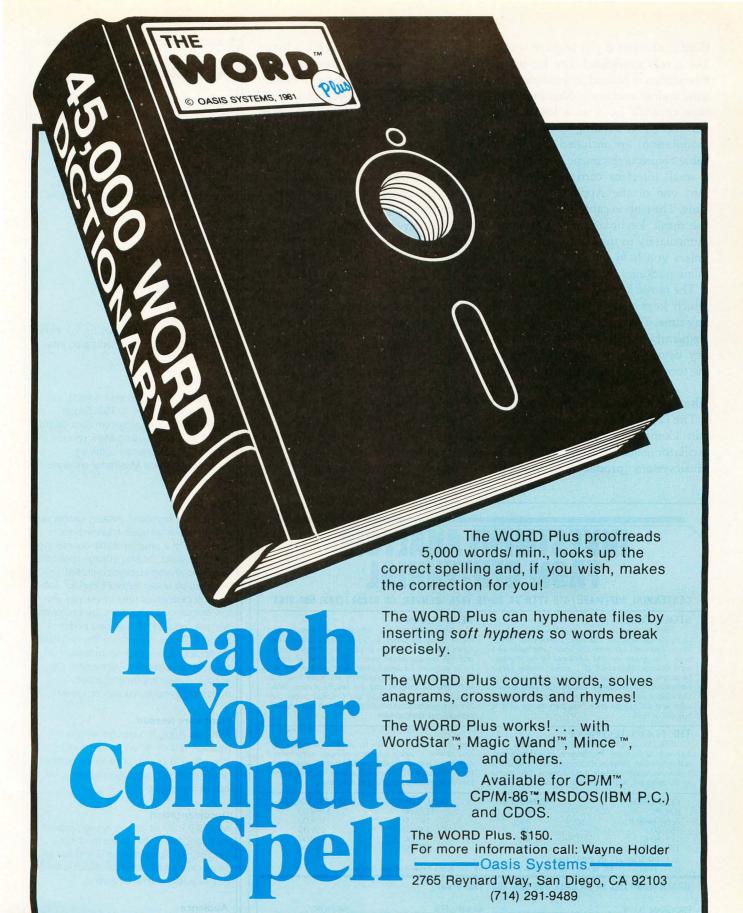


Photo 1: The hardware of the Soundchaser Computer Music System. The three-voice audio cards of the Analog system are to the left of the instruction manual. The Mountain Computer Musicsystem, used with the Soundchaser Digital system, is to the right of the manual. At the top is the four-octave music keyboard used with both the Digital and the Analog system.

The Music Keyboard

Both the Digital and the Analog Soundchaser systems use a standardsize four-octave organ keyboard.



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1-800-252-4024 (in California) 1-800-421-0814 (outside California) (Call it a clavier if you want to sound like a real musician.) The keyboard mechanism is housed in an attractive, solid walnut enclosure. No other realtime controls (such as a joystick to perform pitch bending or frequency modulation) are included. A ribbon cable connects the music keyboard to a small interface card, which plugs into one of the Apple's eight card slots. The ribbon cable is so short that the music keyboard must be placed immediately to the right of the Apple unless you have a 16-pin DIP (dualinline package) extension cable.

The music keyboard tells the Apple which keys are being held down at any time. This information is updated frequently so that the delay between a key depression and the sounding of the tone is not ordinarily perceptible.

The Soundchaser Digital System

The Digital system uses the Mountain Computer Musicsystem digital oscillator as its sole audio source. The Musicsystem produces a tone by

reading a wave table, which is a list of numbers that represent the amplitudes of a succession of closely spaced points on one cycle of a waveform. The wave table is read repeatedly in order to produce a periodic waveform that we hear as a pitched musical tone. The rate at which the wave table is read determines the frequency of repetition of the periodic signal and, therefore, the pitch that we hear. Under control of the Soundchaser Digital software, the Musicsystem covers the frequency range of 33 to 4186 Hz (1 Hz = one vibration per second), which in musical terms is a pitch range of three octaves below middle C on the piano to four octaves above. The Musicsvstem frequency resolution is 0.5 Hz, which is adequate for most but not all musical applications.

The wave table for a single Musicsystem tone consists of 256 eight-bit numbers. It occupies one page in the Apple memory. In theory, you can specify any waveshape in the

At a Glance

Name

Soundchaser Computer Music Systems: Analog system, Digital system

Use

Implements a polyphonic (chord-playing) keyboard-controlled music synthesizer when used with the Apple II microcomputer

Manufacturer

Passport Designs Inc. 116 North Cabrillo Hwy. Half Moon Bay, CA 94019 (415) 726-0280

Dimensions

Music keyboard is 28 inches by $9\frac{1}{2}$ inches by $3\frac{1}{4}$ inches; all circuit cards plug into Apple console.

rice

Three-voice Analog system, \$1000; six-voice Analog system, \$1350; Digital system, without Musicsystem card, \$650; Digital system, including Musicsystem card, \$1045; Notewriter software package, \$99; and Musictutor software package \$150

Features

Four-octave keyboard. Analog system uses three-voice or six-voice channels, each consisting of a programmable-counter-type digital oscillator, analog voltage-controlled filter, and analog voltage-controlled amplifier, all under software control. Software generation of tone envelopes and low-frequency modulations, and recording and playing back of keyboard performances. Digital system uses the Mountain Computer Musicsystem to implement an eight-voice polyphonic synthesizer. Optional software implements music-transcribing and instruction programs.

Hardware Needed

48K-byte Apple II computer with video monitor, disk drive, and game paddle; stereo sound system or musical instrument amplifier; Apple language card for some optional software

Documentation

MOS 3.0 manual (to run Analog system), 42 pages; MC1 manual (to run Digital system), 37 pages. Both in 3-ring binder. Musictutor and Notewriter documentation not available at time of writing.

Audience

Musicians, music teachers, sound designers, musical experimenters

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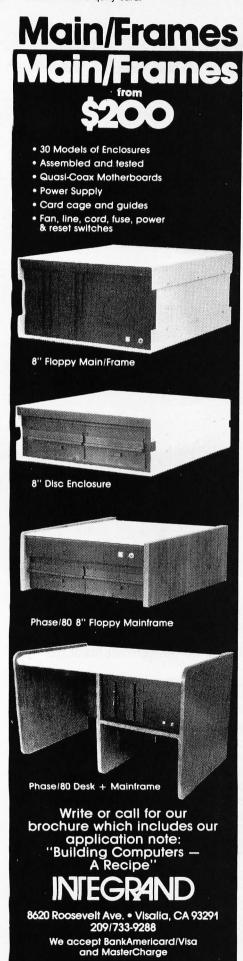
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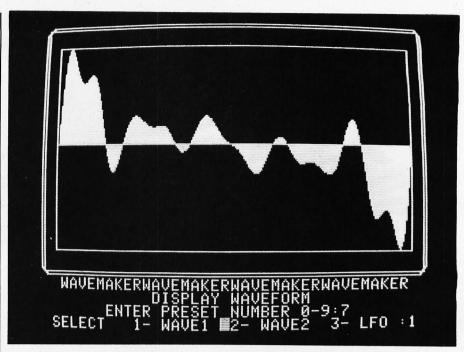


Photo 2: The screen display of the Wavemaker section of the Soundchaser Digital system. The pattern is a graphic representation of one complete wave table.

wave table and produce it with 8-bit resolution by the Musicsystem hardware. The shape of a cycle of a periodic wave determines its overtone content and, therefore, is a factor in determining the tone color that we perceive.

The Wavemaker Section

The Wavemaker section of the Soundchaser software provides the means for loading the wave tables. You specify the amplitudes of the fundamental pitch and the first 15 overtones by typing in the numerical values one at a time. (The sum of all amplitudes must be 100 or less.) The Apple then computes the wave-table entries by summing the sine waves corresponding to the overtones. The wave-table contents can then be displayed graphically as a single cycle. Photo 2 shows a typical display. Once a waveform is displayed, you can continuously redraw it by moving a cursor with a game paddle. Software will be available shortly from Passport Designs to redraw the waveform with straight line segments by first spotting the lines' end points with the paddle, then computing the lines.

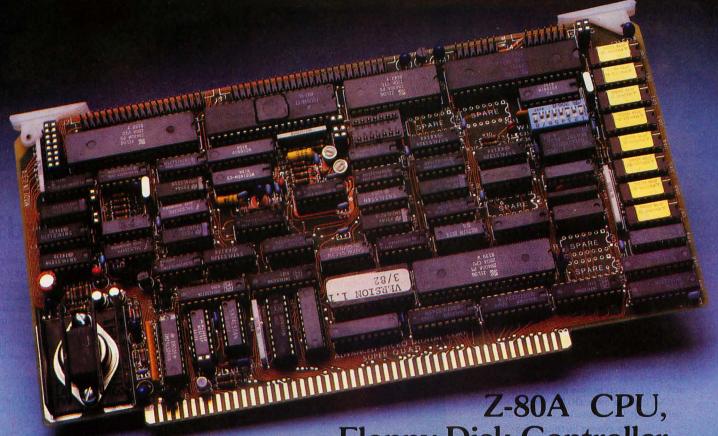
In addition to the Create (which computes the waveform from over-

tones), Display (which shows the waveform on the screen), and Edit (which redraws a section of the waveform) functions, the Wavemaker section of the operating software offers Play (which sounds the waveform when a key is depressed) and Smooth (which provides simple filtering to reduce unwanted "alias" noise that often accompanies digitally generated tones). Aside from the Smooth function and the usual anti-aliasing output filters, the Musicsystem provides no filtering; what you put in the wave tables is what you get at the audio output. Because the waveform resolution is only 8 bits in both amplitude and time, the Musicsystem audio output does have steps that are audible as "aliasing" when high-pitched tones are being produced. Even with this limitation, however, the Musicsystem produces many musically useful tone colors (i.e., pleasant, easily blending with other tone colors, and distinctive in character), especially in the low and middle pitch ranges.

The Performance Section

The Performance section of the operating system offers alphanumeric access to pitch range (in octave steps), envelope shaping, low-frequency modulation, and overall volume. The

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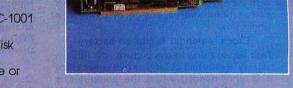
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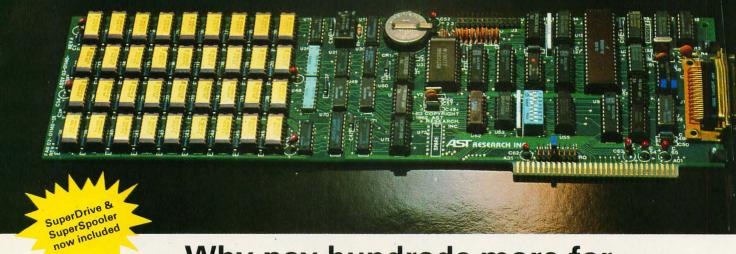
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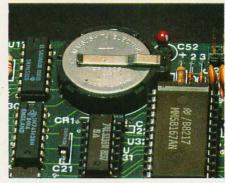
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amplitude (overall loudness) of each tone is shaped by an envelope that builds up, then partially dies away, and levels off as long as a key is held down, finally dying away to silence when the key is released. These envelope segments are called attack, decay, sustain, and release, respectively. Attack, decay, and release times can be set anywhere from 50 milliseconds (ms; 0.050 seconds) to about 6.5 seconds, with 8-bit resolution, while the sustain level can be set from 0 amplitude to the maximum envelope amplitude. Photo 3a shows a typical Soundchaser Digital envelope. When you compare it with a similar envelope from an analog synthesizer (photo 3b), you see that the decay and release segments of the Soundchaser envelope are straight lines rather than exponential curves, a characteristic that results in a somewhat abrupt and "unnatural" sound in some applications.

The Musicsystem has two audio output channels; eight tones are assigned to each channel. By triggering one tone per channel with each key depression and programming different waveforms and envelopes in each channel, you can produce many complex and interesting composite sounds. For instance, you can produce a bell-like sound by putting a sustained tone of low-overtone content in one channel and a rapidly decaying, high-pitched tone in the other channel. The Performance section allows the musician to set up completely separate envelopes for each of the channels, one of the more exciting sonic resources of the system.

Frequency modulation (for producing effects such as vibrato and trills) is implemented by first constructing the modulating waveform in the Wavemaker section and then determining its frequency and amplitude in the Performance section. Modulation speed ranges from one cycle very 6.5 seconds or so (for sirenlike effects) to about 20 cycles per second (for growl effects). When using both audio channels, you can independently control modulation amplitudes for each channel, a feature that has the potential for creating some attractive chorus effects. A negative aspect of

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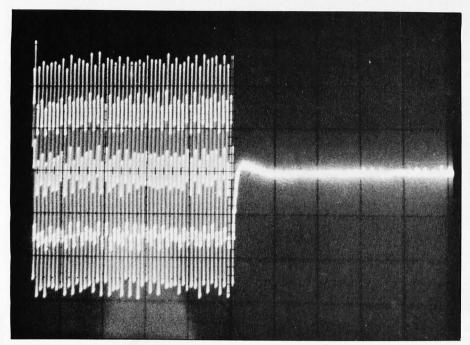


Photo 3a: Screen display of the oscillograph of a Soundchaser digital tone with the fastest possible attack and decay times. The tone is 50 ms long. The overall shape is the tone's "envelope." The individual waveform cycles are not visible because they are so close together.

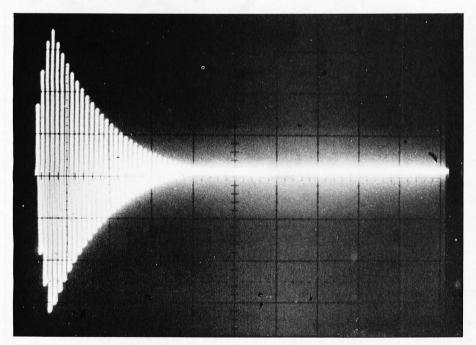


Photo 3b: Screen display of the oscillograph of an analog synthesizer tone with 5-ms attack time and 10-ms decay time. Note that the envelope is shorter but smoother than that shown in photo 3a.

the Performance section is that the modulation amplitude is not the same from note to note: low notes are more widely modulated.

The Sequencer Section

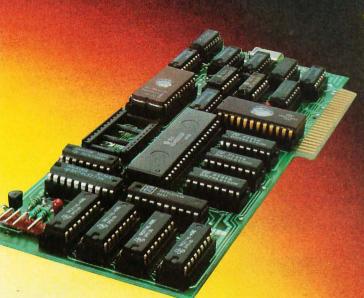
The Sequencer section enables you to record actual keyboard perfor-

mances and assemble them to make multipart (polyphonic) compositions. Two modes are available: Link and 4-Track. In the Link mode, a keyboard performance is recorded as soon as the musician starts to play. At the end of the performance, a single command forms a loop of the

performance, which then begins again when any music key is depressed and repeats until the stop command is issued. Thus, you can use the Link routine to create a repeating background pattern that musicians call an ostinato. The pattern usually serves as an accompaniment, over which a live keyboard performance can be played. The pattern may have as many as eight notes playing simultaneously. However, all notes must have the same tone color.

In the 4-Track mode, the Sequencer behaves somewhat like a four-track recorder. To use this mode, you first record one track by playing the music keyboard. You then play that track back, while simultaneously recording on track two. You repeat the process until four parts are recorded. Any number of keys can be simultaneously depressed when recording any one track, as long as the total number of notes sounding simultaneously on all four tracks does not exceed eight. It is not possible to form a loop in the 4-Track mode.

The Sequencer is easy and fun to use. Just a few alphanumeric commands enable the musician to start recording, switch over to playback, and change channels. You can call up any of the previously created voices (called "preset masters") and assign them to any of the tracks. You can change octave range, modulation amount, envelope parameters, and the preset masters themselves as the sequence is playing back. The playback tempo can be the same speed as the original recording or can be increased in whole numbers up to 8 times the original speed. Some limitations in the Sequencer's operation may, however, frustrate musicians who have used a conventional fourtrack recorder. Foremost of these is that no facility for editing a track exists. If you make a mistake, you have to record the whole track over. If you want to change one note at a time, you are out of luck. On a multitrack recorder you can generally "punch in" to erase and rerecord small segments of a single track as it is playing back. It would be nice to have that same facility here. It would also be nice to be able to display the actual 897 N.W. Grant Ave. • Corvallis, Oregon 97330 • 503/758-0521



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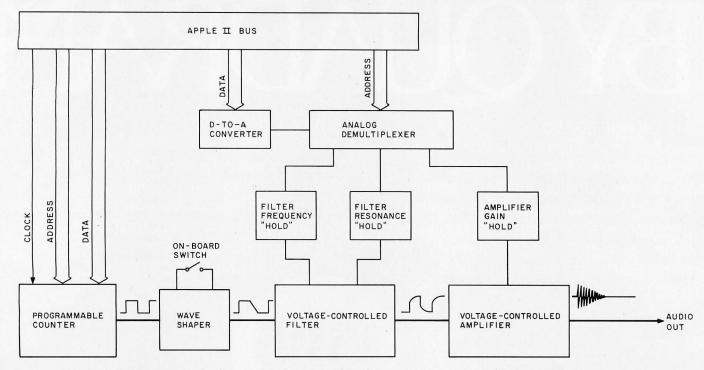


Figure 1: Block diagram of one of the three audio chains of a Soundchaser Analog voice card, along with its associated control circuits.

timings of each note in a track (perhaps as a numerical table) and then edit that table. That would give the musician the option of fine-tuning the timing of individual notes without having to punch in and replay just those notes. For Sunday keyboardists like me, that would be an attractive feature. Since the entire Sequencer resides in the system software, these enhancements could presumably be included in software updates.

In addition to the Wavemaker, Performance, and Sequencer sections, the Soundchaser Digital operating system includes a disk section that contains some basic file-management utilities. The three types of files are called Waveform, Master, and Track and correspond to the data entered in the Wavemaker, Performance, and Sequencer sections. Files can be saved on disk, deleted, and loaded from the disk. The Performance section display provides access to the disk section (as well as to any of the other system sections) through a simple, single-character command.

The Soundchaser Analog System

The Analog system sound-producing hardware and operating software are both radically different from those of the Digital system. An Analog system audio card contains three very simple analog sound chains, plus a D-to-A (digital-to-analog) converter and demultiplexing circuitry to receive digital control information from the Apple, convert it

When compared with conventional analog synthesizers, the Soundchaser Analog audio chain has limited capabilities.

to analog control voltages, and distribute it to the control inputs of the analog circuit blocks.

Figure 1 shows a single audio chain of the Soundchaser Analog card. The oscillator is a programmable counter that derives the correct frequency by dividing the Apple clock frequency by a software-generated number. The output waveform is a square wave, a shape that produces a hollow, clarinetlike tone. A simple waveshaping circuit changes the overtone content slightly in order to produce a more stringlike quality. This circuit is

activated by one of four small switches on the circuit board itself; it is not under software control. The filter is a standard voltage-controlled "24-dB/oct [decibels per octave] lowpass-resonant" design. (This is the type of filter that most people have in mind when they say, "It sounds like a synthesizer.") The filter's cutoff frequency (the frequency above which the overtones are reduced in strength) and resonance (how strongly the filter emphasizes the overtones whose frequencies are near the cutoff frequency) and the amplifier's gain (amount of amplification) are the three parameters that are under software control through the D-to-A converter.

When compared with conventional analog synthesizers, the Soundchaser Analog audio chain has limited capabilities. With only one waveform per voice, chorus and ensemble effects are not possible. The waveshape choice is meager and inconvenient to implement. The range of filter cutoff frequency and resonance settings seems hardware-limited; you can't produce musically interesting effects, such as very low or very high cutoff frequency and high resonance. Finally, the control signals emerging from

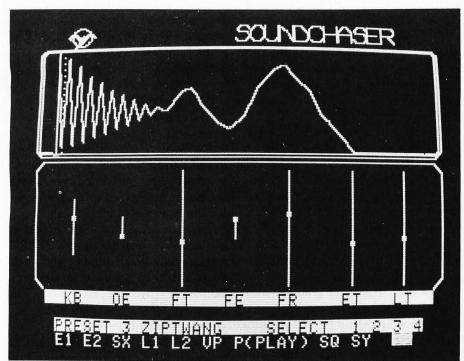


Photo 4: Screen display of a voice panel display of the Soundchaser Analog system. The pattern at the top is a user-defined contour, one of four that is associated with each voice. Below the contour display are the "switches" and "sliders" that are set by use of the game paddle.

the demultiplexer carry rapid fluctuations that affect the overall tone quality.

The Soundchaser Analog "control panel" provides some novel and musically useful control modes. Photo 4 shows the video presentation. The top part of the display provides access to two envelopes (E1 and E2) and single cycles of two repeating modulation patterns (L1 and L2). You can define or edit any of these contours by moving a cursor with a game paddle, a process that takes a steady hand. The latest software version has provision for editing by spotting end points of line segments, then computing the lines themselves. This editing method is more manageable than freehand drawing with the game paddle.

Below the contour display is a series of soft switches and sliders. They control aspects of pitch range: from left to right, whether or not E2 sweeps the oscillator, filter cutoff frequency, whether or not E2 sweeps the filter, filter resonance, overall time scale of E1 and E2, and overall time scale of L1 and L2. You move the software "knobs" with the game pad-

dle, first bringing the cursor to the control, then pressing the game paddle button while turning the game paddle knob to move the software "knob" up and down. The process takes two hands, so you can't do it while you're playing the keyboard. However, it is a fairly natural and easy way to enter data. For people used to hard control panels, one drawback of this display is that you cannot change a control, then immediately hear what that change sounds like. You have to go back and forth from the panel-setting mode to the keyboard-playing mode, a process that requires typing a couple of alphanumeric commands.

The ability to draw control contours of any shape, then stretch or compress them with a few simple commands, is a facility that electronic musicians have long dreamed of. Each envelope and repeating waveform shape has its own sound. Of course, it takes a lot of experience to know what shape contours to draw in order to get the desired effect. However, once you get something you like, you can store it on disk. Soon you'll have a library of effects that



you can draw on to add variety and interest to your music.

The Sequencer section of the Soundchaser Analog system allows you to record a short (128 notes or chords) keyboard performance, then play it back while simultaneously playing another tone color on the keyboard. This Sequencer is much more limited than the 4-Track Sequencer of the Soundchaser Digital system, which I described in the first half of the article. However, it has some potential use in providing simple effects during live performance or programmed instructions. Like the Digital system Sequencer, this one doesn't have editing facilities either; you get what you play.

Like the Digital system, the Analog system contains basic file-maintenance functions. File types are Preset (all data to define a tone color), Sequence (a keyboard performance), and Orchestra (a collection of four presets and four sequences). By recording presets and sequences in separate files, you can easily try dif-

ferent tone colors in a given keyboard performance, a facility that is absolutely impossible with audio tape recorders. You can save, delete, and load files for future use or editing.

Optional Software

The Musictutor is a collection of ear-training routines that combine the Soundchasers' (both Analog and Digital systems) accurate-pitch programming and production capabilities with easy-to-read displays in conventional music notation and plain English. The routines, which include interval and melody drill in several degrees of difficulty, plus performance evaluation and grading, seem well thought out. Music students and teachers alike should find Musictutor easy to use. I haven't been subjected to an ear-training class for some 35 years, but I can remember that my fellow students and I squirmed and sweated, one by one, as our bored teacher played intervals and scowled until we came up with the right answer. Contrasted with that lessthan-pleasant memory is my experience with Musictutor. I picked one of the exercises at random and was sucked in. I managed to tear myself away after an hour of drill, during which time I found out where the tarnished edges of my golden ears were.

Notewriter transcribes the keyboard performance of a monophonic musical line into conventional musical notation—of sorts. The problem of transcribing music with all the conventions that musicians expect is difficult. Notewriter sets up the screen with staff lines and key signature, then produces a series of beeps for rhythmic reference. The notes appear as you play them but without refinements such as triplets, accents, and similar standard musical markings. The current version of Notewriter has provisions for editing which allow you to "clean up" the notation. Notewriter also has provision for transposing keys. The software package may find some use in its present form, but for most applications, musicians will find it easier to transcribe single musical lines by hand.

Conclusions

When a musician uses an instrument to make music, the interaction that takes place between the two is as intense and complex as in any man/machine system. When the instrument is a computer music system with some intelligence of its own, the criteria for efficient interaction are especially stringent. Computer music systems must continue to evolve in order for their developers to incorporate all of the refinements that will make them truly efficient and "friendly" tools for musicians. After all, the violin evolved over centuries and the acoustic piano took generations to reach its present musical excellence. We have no reason to believe that the ultimate computer music system, whether it costs \$1000 or \$50,000, is close at hand.

The Soundchasers are evolutionary systems. That is, they have been developed and introduced while computer musical instrument technology is still very young. While some of

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their features go far beyond those available from older technologies, other features will, we can assume, seem crude to musicians of the future. Thus, in summarizing the Sound-chasers, my listing of shortcomings is intended more as a recommendation for further development than as criticism.

The Soundchaser Digital system, with its Mountain Computer Musicsystem digital oscillator, constitutes a musically useful polyphonic recording and performance system. The Musicsystem provides a wide variety of pleasing tone colors, while the system software provides adequate routines for specifying envelopes and frequency modulation waveforms. I would like to see more finely defined, faster envelopes and frequency modulation that affected all pitches equally. The Sequencer section is easy to use for four-part music but definitely needs provision for editing.

The Soundchaser Analog system uses voice cards that resemble "barebones" analog synthesizers. As audiotone generators, they are not impressive. The software's strong points are the abilities to draw arbitrary envelopes and modulation waveforms, then use simple commands to stretch or compress these contours in time. The Sequencer section of the Analog system is less useful than that of the Soundchaser Digital system.

The music keyboard (used in both systems) is four octaves long and not touch-sensitive and incorporates no real-time "player" controls. It is adequate for experimental work and teaching but will limit musicians who are used to larger keyboards or who wish to impart expressive nuance to their music.

The Musictutor software package is a well-developed set of computer-aided ear-training routines. Note-writer is a monophonic transcribing routine that, in its present form, has limited usefulness and needs further development.

Written documentation is complete and adequate, if not top-notch. Several appendixes provide welcome background documentation on operating principles and software structure.

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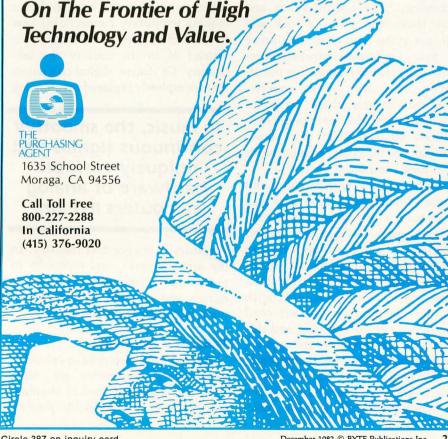
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A Brief Introduction to Electronic Music Synthesizers

Robert A. Moog Big Briar Inc. Leicester, NC 28748

Most of today's popular music, as well as a growing amount of jazz, classical, and experimental music, owes its very existence to electronic technology. The electric guitar and bass, those war-horses of rock and roll, are vying with a dazzling array of new keyboard-controlled electronic musical instruments for the attention of today's music makers. Foremost among these new instruments is the electronic music synthesizer, an instrument that allows musicians to build and shape sounds from their component parts.

Synthesists deal with modules and patches (links), with interfaces and processors, with sequences, controls, and data paths. If these terms sound familiar, it is for a good reason: modern-day synthesizers are direct descendents of analog computers, those venerable monsters with vacuum-tube hearts and patch-cord brains that solved algebraic and differential equations with voltages instead of numbers. The analog computer scientist's function generators, adders, and multipliers have become the synthesist's tone oscillators, mix-

ers, and voltage-controlled amplifiers. The vacuum tubes have yielded to complex integrated circuits, and the patch cords (short cables with plugs at both ends for making temporary connections) now live out their lives under stage lights instead of in the cool of the laboratory. Of course, digital computers have completely replaced their analog

In music, the smoothly continuous signals and uniquely versatile hardware of analog computers live on.

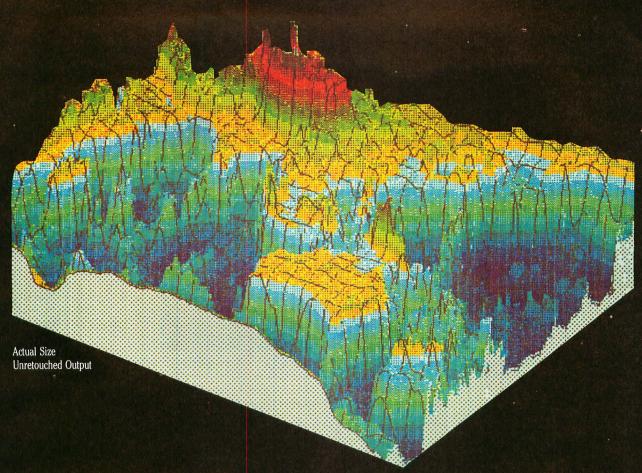
ancestors in science and industry. In the arts, however, and especially in music, the smoothly continuous signals and uniquely versatile hardware of analog computers live on.

What Is a Synthesizer?

Analog synthesizers have existed as experimental curiosities for more than half a century and as commercial products since 1964. At present,

hundreds of thousands are in existence, in sizes as small as a candy bar and almost as large as a mission control center. Most of these incorporate a set of basic features, just as most digital computers, from the hand-held to the mainframe, have a processor, memory, clock, and input and output ports. We can divide the innards of a typical analog synthesizer into "ranks" or "voices," each of which produces a single musical tone, like a trumpet or an organ pipe. Small synthesizers have 1 rank; larger instruments have upwards of 16.

The core of a synthesizer rank is the audio chain, a circuit block that generates and processes the tone itself. A typical audio chain, shown in the lower half of figure 1, consists of one to four oscillator-waveshapers, one or two filters, and an amplifier. Each oscillator produces a single repeating waveform, which is generally heard as a musical pitch. Having more than one oscillator per voice enables the musician to produce ensemble sounds, chords, and many other musically interesting effects. The waveform's frequency of repeti-



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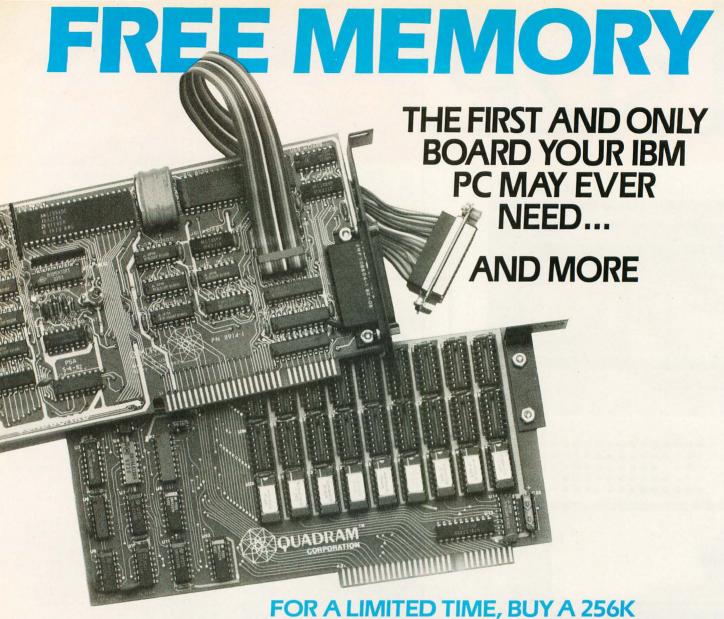
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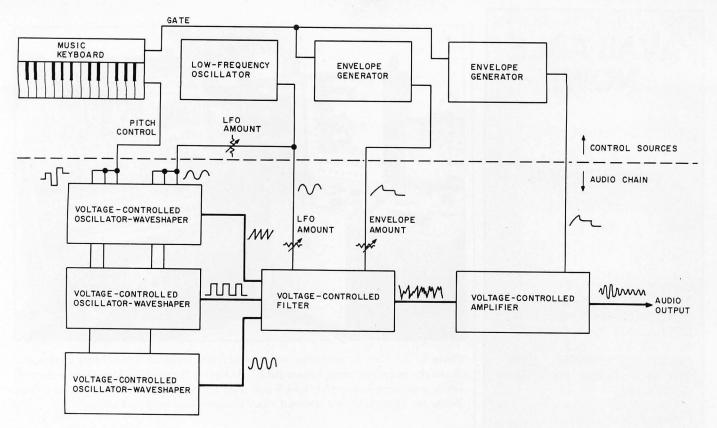


Figure 1: Block diagram of a simple analog music synthesizer. The audio (sound-producing) section lies below the dotted line, while the control (shaping and articulating) section lies above the dotted line.

tion is related to the perceived pitch: when the frequency doubles, the pitch goes up an octave. The shape of the wave determines the overtone content. A signal's overtones are a set of frequencies that are whole-number multiples of the wave's fundamental frequency (the frequency of repetition). We do not hear overtones as distinct pitches but rather as a coloration of the tone's perceived quality. The overtone content, or spectrum, of a signal is related to its waveshape by a mathematical algorithm called the Fourier transform.

The filter alters the oscillator waveform's shape so as to emphasize some overtones and reduce others. A filter is thus a spectrum shaper. Filtering is a powerful way of modifying a sound's tone color. Finally, the amplifier in the audio chain determines the final amplitude, or overall size, of the waveform and thus affects our perception of the sound's loudness.

Voltage Control

Oscillators, filters, and the amplifier in a synthesizer audio chain are generally voltage controlled. This

means that their operating points may be changed by applying varying voltages to the circuits' control inputs. As examples, a series of voltage steps applied to an oscillator's frequency-control input will result in a series of abrupt frequency changes that we hear as a scale; a continuously varying voltage applied to the same control input will give a pitch glide. A control voltage applied to the filter's frequency-control input will move the filter's frequency response back and forth across the audio spectrum, varying the sound's overall brightness, while a control signal applied to the bandwidth input will change the shape of the filter's frequency response, making the sound more or less "vocal" or "nasal." Finally, signals applied to the amplifier's gain-control input will impart dynamic variations to the sound's overall loudness.

Control signals are never heard directly but instead impart motion and texture to the sounds that the audio chain produces. Control signals often influence a sound's tone color (timbre) more than the static properties (initial frequency, initial

waveform, and initial amplitude) of the audio chain. This is because we hear changes in sound much more easily than we hear the average or steady properties of the sound.

Three of the most common sources of control signals are the music keyboard, which produces voltage steps; the generator of low-frequency periodic signals (called an LFO, or low-frequency oscillator), which imparts periodic variations such as vibrato; and the generator of transient signals (called an envelope generator or a contour generator), which provides overall shape to individual notes. The upper half of figure 1 shows a typical complement of control functions. The keyboard changes the oscillator's pitches and may also move the filter's cutoff frequency. The LFO varies either the oscillators or the filter to produce a wide variety of effects that musicians call by names such as vibrato, tremolo, trill, and growl. One of the envelope generators moves the filter frequency response to produce hornlike, plucked-string-like, or vocal ("wah-wah") effects, while the other opens and closes the amplifier

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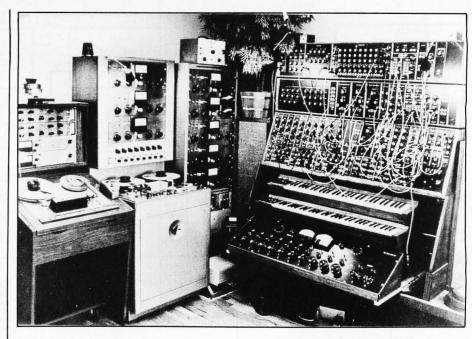


Photo 1: W. Carlos's electronic music production studio in 1968. There Carlos produced the recording "Switched-on Bach." At right is the modular Moog synthesizer. At left is a multitrack recorder, which was used to record the music one line at a time. Below the synthesizer is a 10-input mixer designed and built by Carlos.

to give the sound its overall loudness shape. Generally, the envelope generators are triggered each time a new key is depressed.

Synthesizer Programming

Academic and experimental composers first used synthesizers to explore new ways of making music electronically. In 1968 "Switched-on Bach," a fine recording of the music of J.S. Bach, performed by W. Carlos and B. Folkman, achieved widespread popularity. Carlos and Folkman used a modular Moog synthesizer (see photo 1) to produce all of the recording's sounds and assembled the music on a multitrack tape recorder, one line at a time. Since then, hundreds of synthesizer records have graced the shelves of record stores, and countless television and film scores, commercials, and dramatic presentations have been made by techniques that were pioneered by Carlos and her colleagues.

In Carlos's synthesizer, each circuit function is a separate modular piece of hardware. The musician connects the modules together with audio patch cords and then adjusts the panel controls for the desired operat-

ing points (tone color). Synthesists call this process programming. It is differentiated from performing, which is actually producing a succession of sounds by playing a music keyboard or similar device. Programming is a problem for many musicians because it takes so long. Worse than that, modular analog synthesizers have no practical way of storing and recalling programs, so a musically interesting, complex tone color or sound pattern may be difficult if not impossible to recreate exactly. Because of these limitations, conventional modular synthesizers are generally not suitable for live performance. Studio musicians who work with tape recorders can afford to spend time getting the right tone colors, but musicians who perform before an audience must have immediate access to their sound palettes.

To meet the needs of live performers, "compact performance synthesizers," featuring quick, accurate access to sound parameters, were introduced in the early 1970s. They were *monophonic* (capable of producing only one or, at most, two notes at a time). Some of the instruments had presets, like vending machines for sounds, while others

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reduced the functions of modular instruments to the bare essentials, then replaced patch cords with fast-acting switches.

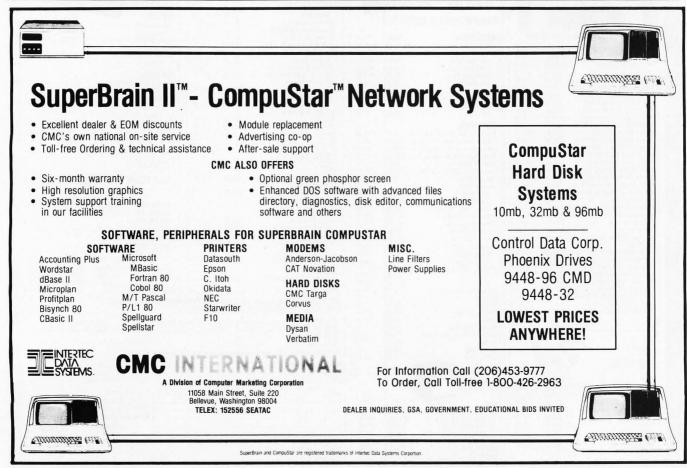
The biggest programming breakthrough came when microcomputers were built into performance synthesizers. In many late-model synthesizers, microcomputers scan the control panel to store the control setting as digital information for instant, accurate recall, scan the music keyboard to find out what keys the musician is holding down, and assign the pitch values of these keys to the instrument's ranks. In one stroke, the microprocessor-controlled synthesizer thus solved two big equipment problems: (1) rapid access to a wide variety of user-defined tone colors and (2) how to "play" a limited number of voices from a music keyboard with several dozen keys. Today, the microprocessor-controlled polyphonic (chord-playing) synthesizers with analog voice circuitry dominate the more expensive end of the electronic keyboard instrument market. They have 4 to 16 analog

voices, 1 or 2 keyboards, and a panel full of committed, "hard" controls and switches. They sell at prices from 2 to 70 "kilobucks." Most musicians agree that they sound very good.

Digital Sound Synthesis

Electronic musical instrument designers are currently embroiled in a debate over whether digital or analog audio circuitry is more "musical." The current widespread popularity of electronic keyboard instruments is due in no small degree to the simple fact that, during the past few decades, we engineers have learned how to make some really fine-sounding analog audio circuitry. Can a digitally generated waveform, consisting of smoothed-out discrete steps, compete for the musician's ears with a continuously generated waveform from an analog circuit? The answer, of course, is yes, if the steps are small enough. We are talking about the steps not only in the audio waveform itself but also in the values of the control parameters that define the musical qualities of the waveform.

For instance, a gliding pitch (called portamento by musicians) produced by a conventional analog synthesizer is stepless. One does not hear abrupt steps in pitch because there are none. In a tone produced by a digital oscillator or programmable counter, on the other hand, pitch glides are produced by periodically updating the number that specifies the frequency. If these frequency changes are too great, or if the time interval between them is too long, then we hear steps. If, however, the time between updates is very short, then the glide will sound smooth. In between, we may not actually hear discrete pitch changes, but the sound may have a roughness or muddiness that we barely perceive. Acousticians and musical instrument designers don't really know how rapidly parameters have to change or how fine the change has to be in order for it to be perceived as truly continuous. For this reason, both approaches have their loval followers. At today's state of the art, both may easily be put under computer control.■



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The 8051 single-chip microcomputer, and its other versions in the MCS-51 family, is a recent development of the Intel Corporation (see figure 1). It is a complete 8-bit computer fabricated on a single silicon die. Intel claims that the MCS-51 family "is the highest performance microcomputer family in the world and outperforms all microprocessors and microcomputers in controloriented applications." It achieves a tenfold function/speed improvement over its predecessor, Intel's 8048, by

packing 60,000 transistors onto a silicon die about 230 mils square.

The 8051 is designed for applications in the high end of the singledevice computer market. It is intend-

The 8051 packs 60,000 transistors on a single silicon die for enhanced performance.

ed for use in sophisticated real-time instrumentation, industrial controls, and intelligent computer peripheral devices. Three versions of this microcom-

puter exist (collectively, this is the MCS-51 family):

• The 8031 has no on-chip program memory. It can address 64K bytes of external program memory, in addition to 64K bytes of external data memory.

- The 8051 has its lower 4K bytes of program memory filled with on-chip mask-programmable ROM (readonly memory).
- The 8751 has those 4K bytes occupied by EPROM (erasable programmable read-only memory).

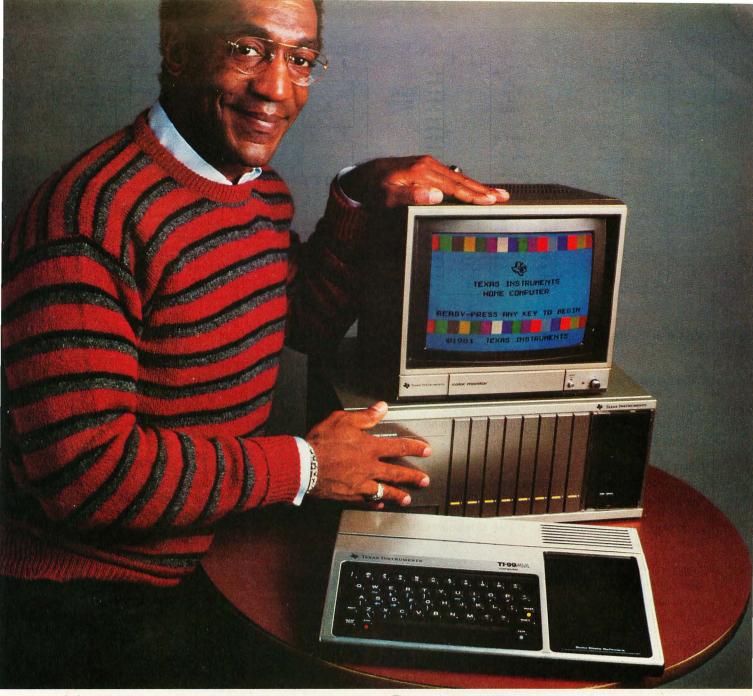
Each version can be expanded to 64K bytes of program memory, and/or 64K bytes of data memory, using standard memories and byte-oriented peripheral devices. All three have 128 bytes of internal on-chip data memory and 128 bytes assigned as SFRs (special-function registers), some of which are reserved for future assignment; effectively, there are 256 bytes of internal data memory.

In this article, we shall first broadly describe the unique hardware and software features of the 8051 that make it such a powerful device and

This article is based on the book The 8051: Programming, Interfacing, and Applications. 81 Hands-On Experiments with Intel's SDK-51 by Howard Boyet and Ron Katz, MTI Publications (14 East 8th St., New York, NY 10003, [212] 473-4947), 1982, 396 pages, \$19.95. Mr. Katz's work relative to this article was not

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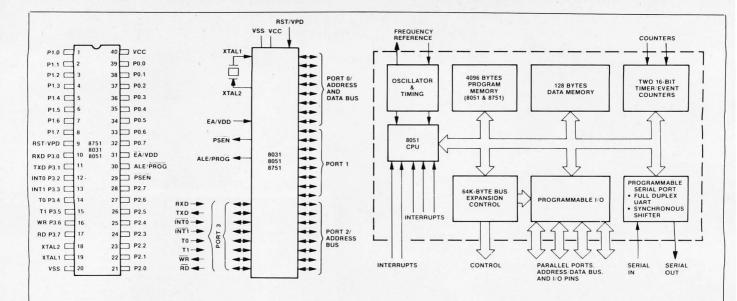
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8051 Family Pin Description

 V_{ss}

Circuit ground potential.

V_C

+5V power supply during operation, programming and verification.

PORT 0

Port 0 is an 8-bit open drain bidirectional I/O port. It is also the multiplexed low-order address and data bus when using external memory. It is used for data input and output during programming and verification. Port 0 can sink/source two TTL loads.

PORT 1

Port 1 is an 8-bit quasi-bidirectional I/O port. It is used for the low-order address byte during programming and verification. Port 1 can sink/source one TTL load.

PORT 2

Port 2 is an 8-bit quasi-bidirectional I/O port. It also emits the high-order address byte when accessing external memory. It is used for the high-order address and the control signals during programming and verification. Port 2 can sink/source one TTL load.

PORT 3

Port 3 is an 8-bit quasi-bidirectional I/O port. It also contains the interrupt, timer, serial port and $\overline{\text{ND}}$ and $\overline{\text{WR}}$ pins that are used by various options. The output latch corresponding to a secondary function must be programmed to a one (1) for that function to operate. Port 3 can sink/source one TTL load. The secondary functions are assigned to the pins of Port 3, as follows:

- —FXD/data (P3.0). Serial port's receiver data input (asynchronous) or data input/output (synchronous).
- —TXD/clock (P3.1). Serial port's transmitter data output (asynchronous) or clock output (synchronous).
- —INTO (P3.2). Interrupt 0 input or gate control input for counter 0.

- INT1 (P3.3). Interrupt 1 input or gate control input for counter 1.
- —T0 (P3.4). Input to counter 0.
- —T1 (P3.5). Input to counter 1.
- WR (P3.6). The write control signal latches the data byte from Port 0 into the External Data Memory.
- RD (P3.7). The read control signal enables External Data Memory to Port 0.

RST/V_{PD}

A low to high transition on this pin (at approximately 3V) resets the 8051. If V_{PD} is held within its spec (approximately + 5V), while V_{CC} drops below spec, V_{PD} will provide standby power to the RAM. When V_{PD} is low, the RAM's current is drawn from V_{CC} . A small internal resistor permits power-on reset using only a capacitor connected to V_{CC} .

ALE/ PROG

Provides Address Latch Enable output used for latching the address into external memory during normal operation. Receives the program pulse input during EPROM programming.

PSEN

The Program Store Enable output is a control signal that enables the external Program Memory to the bus during normal fetch operations.

EA /VDD

When held at a TTL high level, the 8051 executes instructions from the internal ROM/EPROM when the PC is less than 4096. When held at a TTL low level, the 8051 fetches all instructions from external Program Memory. The pin also receives the 21V EPROM programming supply voltage.

XTAL1

Input to the oscillator's high gain amplifier. A crystal or external source can be used.

XTAL2

Output from the oscillator's amplifier. Required when a crystal is used.

Figure 1: Physical aspects of the Intel 8051. These three drawings show the pin description, the logic symbol, and the block diagram. (This figure is reproduced by permission of Intel Corporation from reference 3.)



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set it apart from other 8-bit byteoriented microprocessors. We shall then illustrate some of these features with specific examples of 8051 use in which small but concrete programs are given. (Please note that the term 8051 as used here refers to all three members of the MCS-51 family, except where specific differentiation must be made based on memory differences. The instruction sets are identical for all the members.)

Features of the 8051

The 8051 contains:

- •256 bytes of RAM (random-access read/write memory), including the 128 8-bit special-function registers
- 4K bytes of EPROM (8751) or ROM (8051)
- · a central processing unit
- four programmable I/O (input/output) ports (32 I/O lines total)
- two 16-bit timer/event counters
- a serial I/O port with serial control (full duplex, UART [universal asynchronous receiver/transmitter], and synchronous shifter)
- internal oscillator and timing circuitry
- five interrupt lines (two from external sources and three from internal ones: the internal interrupts emanate from internal timer 0, timer 1, and the internal serial I/O port), each with a two-level priority capability

•four banks of registers (eight registers per bank)

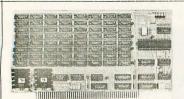
One of the four I/O ports mentioned above (P3) is comprised of the following eight pins:

- RXD (the serial port's asynchronous receiver-data input or synchronous data input/output)
- •TXD (serial port's asynchronous transmitter-data output or synchronous clock output)
- INTO (interrupt 0 input or gatecontrol input for timer/counter 0)
- INT1 (interrupt 1 input or gatecontrol input for timer/counter 1)
- T0 and T1 (test or event counter inputs to timer/counters 0 and 1)
- WR (write-control signal that latches a data byte from port 0 into the external data memory)
- RD (read-control signal that enables external data memory to port 0)

It should be mentioned that RXD and TXD are not only involved in UART. multiprocessor communications, and bus protocol, but can also be used to implement I/O port expansion.

The MCS-51 instruction set can be divided as follows: 55 percent are 1-byte instructions, 36 percent are 2-byte, and 9 percent are 3-byte; 58 percent of the instructions execute in 1 microsecond (μ s), 40 percent in 2 μ s, and 2 percent in 4 μ s (with a 12-megahertz [MHz] clock). The 4-μs execution times are associated with the 8051's multiply and divide instructions. Direct memory-tomemory transfer instructions are within the 256 bytes of on-chip memory. Because of the memorymapped nature of these transfer instructions, a register's contents can be moved directly to one of the four I/O ports or vice versa. This stems from the fact that each of the four ports is itself an SFR with an on-chip address. The bit-addressing feature allows a bit on any 8051 I/O pin to be moved to any other I/O pin via the "Boolean accumulator" (the carry bit). I/O pins have individual addresses; in fact, any addressable bit in on-chip RAM can be moved to an I/O pin or vice versa. Of course, every one of the 210 addressable bits can be tested. Decisions (e.g., conditional jumps) can then be made on the basis of their status. The contents of any of the 256 locations in on-chip memory can be pushed onto the stack and then popped back. The 8051 also features fast (4-μs) multiply and divide instructions that use 8-bit operands.

One of the unique features of the 8051 is its Boolean (bit) processing capability. It is both a Boolean (bit) and byte processor. As a bit processor, the bit accumulator is the carry bit. Examples of bit-manipulation instructions are: CLR C; CLR bit



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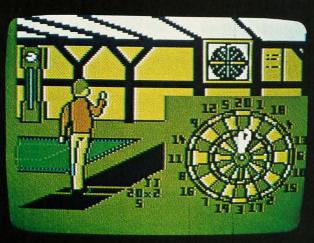
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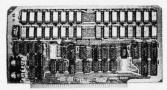
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addr: SETB C: SETB bit addr: CPL C: CPL bit addr; ANL C, bit addr; ANL C,/bit addr; ORL C, bit addr; ORL C,/bit addr; MOV bit addr, C; MOV C, bit addr; JB bit addr, code addr; and JNB bit addr, code addr.

By way of explanation, CLR clears the carry bit or the bit at a bit address; SETB sets those bits; CPL complements those bits; ANL performs the Boolean logic AND on the carry bit and the bit in the designated address (or with the complement of the bit if /bit addr is used) and leaves the resulting bit in the carry bit; ORL does the same with respect to the Boolean logic OR operation; the bitoriented MOV instructions move the bit in the designated address (it can be an I/O pin) into the carry bit or vice versa; and the JB and JNB instructions are powerful features allowing a conditional jump (decision) to be made based on whether the bit (again, it can be one of 32 I/O pins or any addressable bit in on-chip RAM or SFRs) is a 1 (JB) or a 0 (JNB). The jump is made to the address in the program specified by "code addr" appended in the instruction. These bitoriented instructions are, in part, responsible for the unique power of the 8051 as a microcontroller.

The number of bit addresses in the 8051 totals 210, including the 32 bitaddressable I/O pins at ports P0, P1, P2, P3, and the bits in 7 other of the 20 SFRs (each 8 bits wide). Sixteen on-chip memory locations, other than the SFRs and the 32 registers in the four banks, are also bitaddressable and thus account for 128 of the 210 bit addresses (the 11 bitaddressable SFRs make up the rest).

You can appreciate that the Boolean-processing capabilities, with the ability to manipulate and control addressable bits, make the 8051 ideal for controlling items such as contacts, indicators, motors, and digital-type on-off I/O devices in all sorts of controller applications, as well as for realization of Boolean output versus input-transfer functions (Boolean combinatorial-logic problems). Thus, contact, relay, switch, TTL (transistor-transistor logic) gate, and other hardware implementations of many combinatorial-logic-type applications

(switching and relay systems, etc.) can now be realized simply and efficiently with the 8051 microcontroller, including all the well-known advantages that a software "black box" can have relative to its hardware-filled counterpart.

It should be noted that the 8051 is also possessed with powerful arithmetic capability, stemming in part from its fast multiply and divide instructions. This is a definite asset and advantage over many other processors in signal-processing and realtime applications (e.g., as a digital

The computational and numerical needs of a controller also require strong arithmetic capabilities to help achieve that control. The 8051, therefore, excels both as a "bitbanger" and as a byte-oriented "number-cruncher."

A word now about the specialfunction registers (sometimes designated by Intel as the hardware/peripheral registers). Twenty of them are located in on-chip RAM. All of them are byte-addressable; 11 are, in addition, bit-addressable. Those 11 are P0 (port 0), P1 (port 1), P2 (port 2), P3 (port 3) (eight I/O lines per port), TCON (timer-control register), SCON (serial-port control register), IE (interrupt-enable control register), IP (interrupt-priority control register), PSW (program status word), ACC (accumulator with a direct address), and B (B register). Register B is a special register used together with ACC in multiply and divide instructions. The remaining byte-addressable SFRs are SP (stack pointer), DPL and DPH (data pointer—low, high bytes), TMOD (timer mode register), TLO (timer 0 low byte), TL1 (timer 1 low byte), TH0 (timer 0 high byte), TH1 (timer 1 high byte), and SBUF (serial port data buffer).

A working knowledge of the SFRs, in addition to the 8051's instruction set and the structure of its on-chip memory, is essential to mastering the 8051. For a more extensive treatment of the SFRs, refer to our book and the references at the end of this article.

Here are some examples of the SFRs: port 3 is at hexadecimal address 0B0. The eight pins of port 3 on the 8051 are mapped onto the 8 bits of this SFR so that bit 0 of address 0B0 is RXD, bit 1 (address 0B1) is TXD, bit 2 (address 0B2) is INT0, bit 3 (address 0B3) is INT1, bit 4 (address 0B4) is T0 (timer/counter 0 external flag), bit 5 (address 0B5) is T1 (timer/counter 1 external flag), bit 6 (address 0B6) is \overline{WR} (write data to external data memory), and bit 7 (address 0B7) is \overline{RD} (read data from external data memory). These bits are also referred to as P3.0 (bit 0), P3.1 (bit 1), . . . P3.7 (bit 7).

Note that pins T0, T1, INTO, and INT1, having bit addresses, can be treated as four ordinary input pins that can be tested and decisions made accordingly. In the case of INT1 and INTO, the interrupt system must be disabled. The organization of some important SFRs and the definitions of their bits are shown in table 1, reproduced from the Intel 8051 literature by permission of the Intel Corporation. A careful study of that material should give you a good feeling for the role of the SFRs in working with the 8051 and how they can be manipulated for your desired ends. All but one (TMOD) of the seven SFRs detailed in table 1 are bitaddressable, as well as byteaddressable.

Setting or clearing certain individual SFR bits by software will achieve many user requirements (programmable) for the control application:

- setting or clearing RS1 or RS0 (PSW.4 or PSW.3 in the program status word register) will specify one of the four register banks to be worked with
- setting or clearing C/\overline{T} in TMOD specifies timer or counter mode of operation for the timer/counter
- setting or clearing the M1 or M0 bits in TMOD specifies the type of timer/counter (8-bit, 16-bit, auto reload, 5-bit prescalar, etc.)
- setting or clearing the GATE bit in TMOD serves to determine whether or not gating is used with the timer/counter
- setting or clearing the TR1 or TR0 bits in TCON determines whether

SFR	Description	Hexadecimal Byte Address	Hexadecimal Bit Addresses
PORT 3 PSW	Eight I/O lines Program status word	0B0 0D0	0B0 through 0B7 0D0 through 0D7 (0D1 reserved)
TCON SCON IE	Timer/counter control Serial-port control Interrupt-enable control	88 98 0A8	88 through 8F 98 through 9F 0A8 through 0AF
IP	Interrupt-priority control	0B8	(2 bits reserved) 0B8 through 0BC (3 bits reserved)
TMOD	Timer/counter mode control	89	

(MSB)		(LSB)			
RD	WR T1	TO INTI INTO TXD RXD			
Symb	ol Position	Name and Significance	Symbol	Position	Name and Significance
RD	P3.7	Read data control output. Active low pulse generated by hardware when external data memory is read.	INTI	P3.3	Interrupt 1 input pin. Low-level or falling-edge triggered.
WR	P3.6	Write data control output. Active low	INT0	P3.2	Interrupt 0 input pin. Low-level or falling-edge triggered.
		pulse generated by hardware when external data memory is written.	TXD	P3.1	Transmit Data pin for serial port in UART mode. Clock output in shift
ΓI	P3.5	Timer/counter 1 external input or test pin.			register mode.
Γ0	P3.4	Timer/counter 0 external input or test pin.	RXD	P3.0	Receive Data pin for serial port in UART mode. Data I/O pin in shift register mode.

P3-Alternate Special Functions of Port 3

(MSB)								(LSB)		Symt	ol Position	Name and Si	Ignificance
Symb CY	ol Pos	F0 Bition W.7	Ca	me ar	g.	igni				ov	PSW.2	Overflow flag Set/cleared by	
			dur		rtai				oftware I logical	-	PSW.1	(reserved)	
										P	PSW.0	Parity flag.	
AC	PS	W.6	Set or s	subtra	ed b	y ha n ins	rdwa struc		ng addition indicate	1		Set/cleared by tion cycle to ii	hardware each instruc- ndicate an odd/even ne" bits in the accumu- n parity.
F0	PS	W.5						softwa g.	re as a		Note—		RS1, RS0) enable the banks as follows
RSI	PS	W.4							bits 1 & 0.			(0,0) - Bank 0 (0,1) - Bank 1	(00H-07H) (08H-0FH)
									termine			(1,0) Bank 2	(10H-17H)
RS0	PS	W. 3	wor	rking	regis	ter l	bank	(see N	ote).			(1,1) Bank 3	(18H-1FH)

PSW-Program Status Word Organization

(MSB)							(LSB)	M1	MO	Operating	Mode
GATE	C/T	M1	Mo	GATE	C/T	M1	MO	0	0	MCS-48 T bit prescal	Fimer. "TLx" serves as five- er.
								0	1		er/counter. "THx" and "TLx" ed; there is no prescaler.
								1	0		reload timer/counter. "THx" lue which is to be reloaded
GAT	ΓE						Timer/counter "INTx" pin is			into "TLx"	" each time it overflows.
		1	igh ar	nd "TR I, timei	x" cou	ntrol b	it is set. When enabled bit is set.	I	1	(Timer 0)	TL0 is an eight-bit timer/ counter controlled by the standard Timer 0 control bits.
C/	Т	5	Timer ystem	operati clock)	on (ir Set f	put fr or Co	or. Cleared for om internal unter opera- out pin).				TH0 is an eight-bit timer only controlled by Timer 1 control bits.
			(11	·par ii		p	p,.	1	1	(Timer 1)	Timer/counter 1 stopped.

TMOD—Timer/Counter Mode Register

Table 1: Descriptions of some SFRs (special-function registers) in the 8051. (This table is reproduced by permission of Intel Corporation from reference 3.)

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MEDI

(MSB)							(LSB				
TF1	TRI	TFO	TRO	161	1T1	IEO	ITO	7			
								510-115000	Symbol	Position	Name and Significance
Symbol Position Name and S TF1 TCON.7 Timer Loverf		a de la sala					TCON.3	Interrupt 1 Edge flag. Set by hardware when external interrupt edge detected.			
•		2014.7	on	timer/	count			Cleared when interrupt processed.			
									IT1	TCON.2	Interrupt I Type control bit. Set/cleared
TRI	TO	CON.6		softwa	Run control bit. Set/cleared ware to turn timer/counter			by software to specify falling edge/lo level triggered external interrupts.			
			-						IE0	TCON.I	Interrupt 0 Edge flag. Set by hardware
TF0	TC	CON.5	on t	timer:	count		rflow	by hardware Cleared			when external interrupt edge detected. Cleared when interrupt processed.
TR0	TC	CON.4	Tim	ner 0 F	Run co	ontrol	bit. S	Set/cleared by nter on/off.	IT0	TCON.0	Interrupt 0 Type control bit. Set/cleared by software to specify falling edge/low level triggered external interrupts.

TCON-Timer/Counter Control/Status Register

(M3B)							(F2R)				
SM0 S	SM1 SI	42	REN	TB8	RBS	rı	RI	Herri			
Symbol	Posit	ion	Nam	e an	d Sig	nitica	nce		Symbol	Position	Name and Significance
SM0	SCO	N.7			t Mod d by s			oit 0. e note).	RB8	SCON.2	Receive Bit 8. Set/cleared by hardward to indicate state of ninth data bit received.
SMI	SCO	1.6	Seria	l por	t Mod	de cor	itrol b	oit 1.			
			Set/c	leare	d by	softwa	re (se	e note).	TI	SCON.I	Transmit Interrupt flag. Set by hard- ware when byte transmitted. Cleared
SM2	SCO	1.5						oit 2. Set by			by software after servicing.
	for which bit					RI		SCON.0	Received Interrupt flag. Set by hard- ware when byte received. Cleared by		
REN	SCO	٧.4						t. Set/cleared ble serial			software after servicing.
			data	rece	otion.					Note	the state of (SM0,SM1) selects: (0,0) —Shift register I/O expansion.
TB8	SCO	N.3	Tran	smit	Bit 8	Set/c	leared	by hard-			(0.1) -8 bit UART, variable data rate.
								ninth data			(1,0) -9 bit UART, fixed data rate.
								RT mode.			(1,1) 9 bit UART, variable data rate

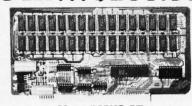
SCON—Serial Port Control/Status Register

(MSB)		(LSB)			
EA	- -	ES ET1 EX1 ET0 EX0			
Symb	ol Position	Name and Significance	Symbol	Position	Name and Significance
EA	IE.7	Enable All control bit. Cleared by software to disable all interrupts, independent of the state of IE.4-IE.0.	EXI	IE.2	Enable External interrupt 1 control bit. Set/cleared by software to enable/ disable interrupts from INT1.
-	IE.6	(reserved)	ET0	1E.1	Enable Timer 0 control bit. Set/cleared
-	1E.5	(reserved)			by software to enable/disable interrupts from timer/counter 0
ES	IE.4	Enable Serial port control bit.			
		Set/cleared by software to enable/	EX0	IE.0	Enable External interrupt 0 control bit.
		disable interrupts from TI or RI flags.			Set/cleared by software to enable/ disable interrupts from INTO.
ETI	IE.3	Enable Timer 1 control bit, Set/cleared by software to enable/disable interrupts from timer/counter 1.			

IE-Interrupt Enable Register

(MSB)		(LSB)					
-	- -	PS PT1 PX1 PT0 PX0					
Symb	ol Position	Name and Significance	Symbol	Position	Name and Significance		
	IP.7	(reserved)	PXI	IP.2	External interrupt 1 Priority control		
-	IP.6	(reserved)			bit. Set/cleared by software to specify		
-	IP.5	(reserved)			high low priority interrupts for INTI		
PS IP.4	Serial port Priority control bit. Set/cleared by software to specify high/low priority interrupts for Serial	РТ0	IP.I	Timer 0 Priority control bit. Set/cleared by software to specify high/low priority interrupts for			
		port.			timer/counter 0.		
PTI	1P.3	Timer I Priority control bit.	PX0	IP.0	External interrupt 0 Priority control		
		Set/cleared by software to specify			bit. Set/cleared by software to specify		
		high/low priority interrupts for timer/counter 1.			high/low priority interrupts for INTO.		

IP-Interrupt Priority Control Register



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- setting or clearing the IT1 or IT0 bits in TCON specifies whether the external interrupt INT1 or INT0 will be of the falling-edge or low-leveltriggered type
- setting or clearing the SM0 or SM1 bits in SCON selects the mode of the serial port (to implement port expansion or choice of 8- or 9-bit UART communication, fixed or variable data rate)
- setting or clearing the EX1 or EX0 bits in the IE register enables or disables interrupts from INT1 or INTO sources
- setting or clearing the ET1, ET0, or ES bits in IE enables or disables interrupts from timer/counters 1 or 0, or from the serial port (when the latter's buffer has transmitted or received a byte)
- setting or clearing bits 0 through 5 in the IP register specifies high or low priority of interrupts from INTO, timer/counter 0, INT1, timer/ counter 1, and serial port

and so on.

Some of the bits in the SFRs are set or cleared by hardware:

- the overflow flag (OV, PSW.2, bit address 0D2) is set or cleared by hardware to indicate the presence or absence of an arithmetic overflow condition
- the P (parity flag) bit 0D0 in PSW (PSW.0) is set or cleared by hardware to indicate an odd or even number of 1 bits in ACC
- TF1 (TCON.7) is set by hardware on timer/counter 1 overflow-it is cleared when that timer 1 interrupt is processed (hence, TF1 is the timer 1 interrupt flag)
- •RI (SCON.0) is set by hardware when a byte is received into SBUF at the serial port-it is cleared by software after servicing
- •TI (SCON.1) is set by hardware when a byte is transmitted out of SBUF-it is cleared by software after servicing (RI and TI are thus the received and transmit interrupt flags)

As hardware flags, they can be polled easily, as they have bit addresses in most cases, and thereby reveal the status of, for example, SBUF (serial port data buffer-byte received or transmitted), parity, overflow, carry, timer interrupts (made or not), type of interrupt detected (edge or level), etc. All told, you can see that the SFRs and their bit-addressing feature provide a great deal of potential and power to the user.

Working with the 8051

We shall now present several concrete examples that illustrate working with the 8051 and at the same time show just a few of the applications for which it is ideally suited. Naturally, we cannot go very far here in this endeavor. The reader is referred to our book cited at the outset and to the references given at the end of the article. These publications give an indepth treatment and study of many programming and interfacing applications with the 8051. Because of space, we will choose examples with rather short and succinct programs. (All mnemonics are copyright 1979 and 1981 by the Intel Corporation.)

Using the Boolean Accumulator

We first demonstrate pin-to-pin mapping (bit transfer). Consider port 1 (SFR 90): its eight I/O lines have hexadecimal addresses 90 through 97. Suppose, for example, we wish to have the bit state at pin 97 appear also at pin 90. With the 8051, whenever a pin is to be read, a 1 must first be sent to that pin before reading its state. Thus, we use the following program steps:

> SETB 97 MOV C, 97 MOV 90, C

The first line writes a 1 to bit 97. which can now be read. The second line reads the value into the carry bit. and the third line transfers the value from the carry bit to bit 90 (bit 0 of SFR 90, i.e., bit 0 of port 1).

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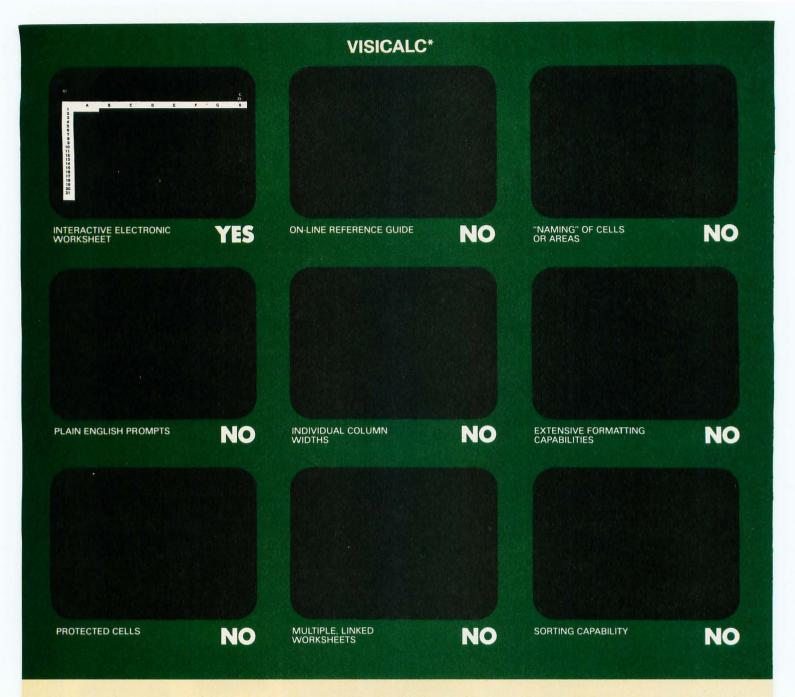
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with the 8051 was carried out with Intel's SDK-51 (System Design Kit) (see reference 5). Our programs generally began at address 0050 hexadecimal in that system. These are the addresses you will see in this and other programs in these examples. Remember, too, that the SDK-51 has only an inline assembler. Hence, the appearance of absolute jump addresses below instead of labels. We shall assume input pin to be I/O line 97. and alarm to be output I/O line 90. Both are pins of port 1 (SFR 90). Again, a 1 must be written to pin 97 before reading it. Bits 97 and 90 are the only ones of interest to us here at port 1; the others are not used:

> 0050 MOV 90, #80 0053 JB 97, 58 0056 SJMP 50 0058 SETB 90 005A SJMP 53

The first line moves the hexadecimal value 80 to port 1, thus writing a 1 to pin 97 and also turning off pin 90 (the alarm). In the second line, if pin 97 is high, jump to hexadecimal address 0058. The third line causes a jump to address 0050 because pin 97 is low, thus keeping or putting the alarm off. The fourth line puts alarm (bit 90) on because input pin bit 97 was high. The fifth line jumps to address 0053 to poll input pin 97 again.

The SJMP (short jump) instruction, when employed, branches unconditionally to the specified address (here, hexadecimal 0050 in one case, 0053 in the other). It is a 2-byte instruction and can be used whenever the intended destination is either 128 bytes or less preceding the next instruction or 127 bytes or less following the next instruction. The AJMP (absolute jump) instruction is used whenever the destination is within the same 2K-byte block of program memory as the first byte of the instruction following AJMP. If the LJMP (long jump) instruction is used, the destination may be anywhere in the full 64K bytes of program memory.

Do not confuse port 90 (byte) with pin 90 (address bit). The context of the instruction will make the distinction clear. One refers to port 1 (byte), the other to bit 0 of port 1. Thus,

MOV 90, #80 refers to SFR 90 (port 1) and SETB 90 to bit address 90.

Note the use of the JB (jump if bit set) instruction. If the indicated bit address (here, 97) is a 1, a jump is made to the indicated address (hexadecimal 0058). Otherwise, the next instruction is executed. JB inputs the desired bit and tests it before the jump is made based on its value. Since JB is associated with a read of a bit address, a 1 is first written to that address (at hexadecimal 0050 in the program).

Memory-to-Memory Move Instruction

Suppose that on-chip memory address 25 hexadecimal contains a byte that we wish to send to port 1 (at address 90 hexadecimal):

0050 MOV 90, 25 0053 SJUMP 53

The first line will move the contents of address 25 hexadecimal to port 1. The second line causes a jump to itself (effectively, a halt).

Boolean ANDs, ORs, and External Interrupts

The intent of the program that follows is to demonstrate the employment of both the ORL (Boolean logical OR) and the ANL (Boolean logical AND), as well as the 8051's interrupt facility (in this case, INT1):

0050 ORL, 0A8, #84 0053 SETB 8A 0055 MOV 90, #0F 0058 SJMP 58

The first line performs a Boolean logical OR on the contents of location 0A8 hexadecimal (the interrupt enable register) with the value 84 hexadecimal. This sets the EA and EX1 bits in the IE register, thus enabling the INT1 line. The SETB instruction sets bit 8A (ITI in the TCON SFR), specifying that INT1 will be triggered by a high-to-low transition. Then, the program moves hexadecimal 0F into port 1, and repeats the instruction at hexadecimal 58, waiting for an interrupt.

When an interrupt occurs, control is transferred to the following routine:

0013 ANL 90, #05 0016 RETI

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Listing 1: Demonstration of the table-jump instruction. The first instruction calls a routine in the monitor to get a character from the keyboard (the ASCII character is stored in the accumulator). Then, the value hexadecimal 100 is moved to DPTR, and control is transferred to the address that is the sum of DPTR with the contents of the accumulator. This listing shows that the possible addresses, 0130, 0134, or 0138, form a table and are loaded with short routines to move a special value to port 1.

0050 LCALL 0E009 0053 MOV DPTR, #100 0056 JMP @ A + DPTR MOV 90, A 0130 0132 AJMP 0050 0134 MOV 90, A 0136 AJMP 0050 0138 MOV 90, A AJMP 0050 013A

Here, the first line performs a Boolean logical AND of the value 05 hexadecimal with the contents of the port at address 90 hexadecimal (the result of the operation, 05, is stored there, too). The second line causes a return of control to the program that was running when the interrupt occurred.

The result of this program is the outputting of hexadecimal OF to port 1. This is maintained until an interrupt (INT1) occurs when 0F at port 1 changes to 05. The masking of bits 1 and 3 at P1 has been accomplished. If ORL 90, #05 were employed as the first line of the service routine, the result after an interrupt would be OF at port 1. If in the latter case the byte OF in the MOV instruction at 0055 were changed to 00, the output at port 1 would first be 00 and the result of an interrupt would again be 05 at that port. Note INT1's vector address: 0013. Vector addresses of RESET, INTO, timer/counter 0, timer/counter 1, and serial I/O port interrupts with the 8051 are, respectively, 0000, 0003, 000B, 001B, and 0023.

Example of Indirect Jumps

The useful table-indexing instruction JMP @ A+DPTR (see listing 1) adds the contents of the 16-bit DPTR

(data-pointer register) with that of A (accumulator) and places the sum into the PC (program counter). The program, therefore, next executes the instruction at the address formed by that sum. In the following program, we are using a routine called UCI at address 0E009 hexadecimal in the SDK-51's monitor that, when called (a "long call," LCALL, is needed because UCI resides more than 2K bytes away from our program), waits for the reading of a key and then returns with the ASCII (American Standard Code for Information Interchange) character of the key in the accumulator. We shall press keys 0, 4, or 8 only (key codes 30, 34, or 38).

As a result of the JMP @ A+DPTR instruction, the program will then jump to either 0130, 0134, or 0138, where a table of short routines is located. The routine invoked will, naturally, depend on the contents of the accumulator (the key pressed). For simplicity and illustrative purposes only, we shall have the routine at 0130 output 30 (key 0) to port 1, the routine at 0134 will output 34 (key 4) to port 1, and the routine at 0138 will output 38 to port 1.

Depending on the key pressed (either 0, 4, or 8), port 1 will exhibit 30, 34, or 38. There certainly is a shorter and much more direct routine to output the key code in the accumulator to port 1. The program above, as mentioned before, is for illustrative purposes only. Jumps to more involved routines, or to tables, could be implemented at 0130, 0134, and 0138. The AJMP is used because the span from 0134 back to 0050 exceeds 128 bytes.

The Multiply and Divide Instructions

The MUL AB instruction multiplies the unsigned 8-bit integers in registers A (ACC) and B. The low-order byte of the 16-bit product is left in A and the high-order byte in B. The arithmetic is binary. Thus, if hexadecimal 32 is in B and hexadecimal 53 is in A, MUL AB will yield hexadecimal values 76 in A and 16 in B. DIV AB divides the unsigned 8-bit integer in register A by the unsigned 8-bit in-

teger in register B. The integer part of the quotient is stored in A and the remainder in B. Dividing by 00 will leave undefined results in A and B. Thus, if hexadecimal 5A is placed in A and hexadecimal 32 in B, the result will then yield 01 in A and hexadecimal 28 in B. Routines employing the MUL and DIV instructions abound in the references cited at the end of the article. It should be noted that with MUL AB, if the product exceeds 255 (OFF hexadecimal), OV (overflow) flag is set; otherwise, it is cleared. The carry flag is always cleared. With DIV AB, the carry flag is always cleared, but OV is set only when division by 00 is attempted, useful in detecting possible contamination of data (noise) and the propagation of same.

Solution to a Combinatorial-Logic Problem

The Boolean processing capability of the 8051 makes it ideal for implementing software solutions to

combinatorial-logic equations. When hardware solutions to such problems result in many gates, relays, switches, contacts, etc., and speed is not a constraint, the advantages of a simple software approach, which eliminates much of the hardware, makes that approach very attractive. For illustrative purposes only, we are going to consider a simple Boolean logic problem and implement its solution using the Boolean bit-processing capabilities of the 8051. We are not suggesting that for such simple problems you should go the microcomputer route. But the problem and its microcomputer solution will illustrate the simplicity and directness of approach, and indicate the great advantages to be reaped in more complicated logic-array implementation situations.

Consider, for example, a truth table involving one digital output (dependent) variable F and three digital input (independent) variables S6, S5, and S4. Here, S6, S5, and S4

will represent the states of digital inputs (here, switches) at bit addresses 96, 95, and 94 of port 1 (SFR 90), and F will drive output bit address 90 (bit 0 of port 1). The latter may drive a relay, machine, alarm, or any other bit-oriented device to be controlled. Assume the truth table is such that after Boolean-algebra realization and minimization, the following combinatorial-logic equation results:

$$F = \overline{S6} \cdot S5 \cdot S4 + S6 \cdot \overline{S4}$$

Listing 2 shows how we can implement this equation with the 8051 and its instruction set.

As the switches S6, S5, and S4 are varied through their eight possible combinations, the F bit at pin 90, driving the device, will take on the proper 1 or 0 (on/off) values in exact accordance with the Boolean-logic equation given above that defined the relationship; this is straightforward and requires no intermediate hardware.



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Listing 2: Solving of a Boolean equation. The first instruction sends 1s to switches S4, S5, and S6 (so that they can be read), and also clears output bit 0 of port 1. The next instructions perform logical operations on the switch values in this sequence: move the value of switch 5 to C (the carry bit); AND C with the complemented value of switch 6 (result remains in C); AND switch 4 with C (result remains in C); move the value of C to bit address 20; move the value of switch 6 to C: AND C with the complemented value of switch 4 (result remains in C); OR C with the value stored at address 20 (result remains in C); and move the contents of C (i.e., F) to port 1. This is the output solution to the problem $F = \overline{S6} \cdot S5 \cdot S4 + S6 \cdot$

0050 MOV 90, # 0F0 0053 MOV C, 95 0055 ANL C, /96 0057 ANL C, 94 0059 MOV 20, C 005B MOV C, 96 005D ANL C, /94 ORL C, 20 005F 0061 MOV 90, C 0063 SIMP 53

Conclusion

Time and space do not permit further exploration of the numerous examples and applications demonstrating the controller power of the 8051 (see figure 2). We have restricted ourselves to some of the simpler examples. Timer/counter, serial I/O, arithmetic, and many other controller-type applications are areas that show the versatility of the 8051. We suggest that you consult the references that follow. The 81 experiments with the 8051 performed on Intel's SDK-51, in our book cited earlier, cover a large number of practical topics, features, areas, and applications not possible here. The 8051 is a remarkable 8-bit microcomputer. very possibly the most powerful microcontroller at this time. Its philosophy, instruction set, and architecture have opened a new frontier and dimension in the control world. Can it be that the 8051 will replace a number of 8-bit byte-oriented microprocessors as well as microcomputers, as we now know them, in the not-too-distant future? It may be. Keep your eye on it.

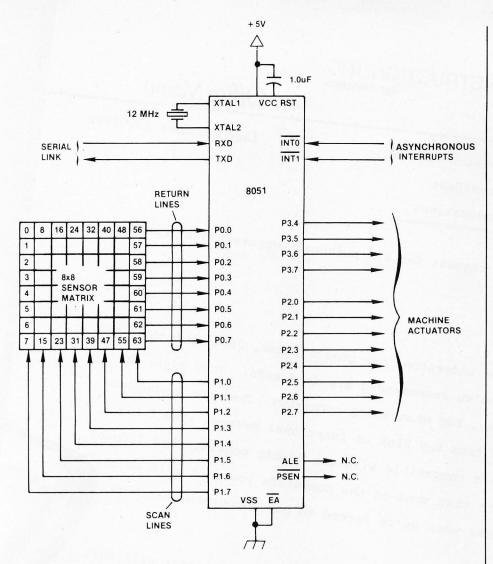


Figure 2: Block diagram for a programmable industrial controller. The system uses 64 input sensors, 12 output signals, remote communications with a host processor (via a high-speed, full-duplex serial link), two prioritized interrupts, and internal real-time and time-of-day clocks. (This figure is reproduced by permission of Intel Corporation from reference 6.)

For control applications, where operating and standby power must be held to a minimum, the 8051 is also available in a CHMOS (high-density complementary metal-oxide semiconductor) version. The Intel high-level language PL/M 51 is available to support development of system software for the MCS-51 series of microcontrollers. Intel is also marketing its iPDS portable 8-bit personaldevelopment system to lend powerful and user-friendly development support for 8051- and 8088-based systems, among others.

Second sources of the 8051 are AMD, Siemens, and Signetics, and of the 80C51, GE-Intersil. ■

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POL simplifies the input process, thus reducing some of the tedium involved in using computers. Let's begin by examining the three types of input used.

Most question-and-answer or menu-type inputs require a numeric response, even if it represents a word or phrase choice, because it is easier to use numbers in a program. Question-and-answer sessions are frequently rigid in sequence, and a single error in question 36 can require restarting a 10-minute question-and-answer session.

POL simplifies the input process, thus reducing some of the tedium involved in using computers.

The menu format may be somewhat more forgiving of errors, but it still has to ask many questions, each with a separate answer, leading to a long, boring session. Finally, the thought processes of the person using the program are interrupted by the constant need to read and answer repeated questions.

In contrast, a POL session uses standard terms familiar to the user.

This makes the order of entry for the input more flexible. Finally, POL input is easier to use because it matches more closely the user's thoughts. Fewer interruptions in thinking are required because more information can be put into a single entry.

POL gives a programmer the opportunity to develop a new language that is closely suited to the problem. The words in this new language will preferably be those most often used to describe the problem or topic covered. If the topic is structural engineering, words like "beam," "column," and "load" are used.

Since graphics are often a part of many technical programs, and since graphic images are easily understood, I'll begin by using another graphic example to show how the words of the language are chosen and defined. Consider the following instructions (the results are shown in figure 1):

- 1. Draw a new graph with all parameters reset to default values.
- 2. The x axis is linear (default) with values from 0 to 4.
- 3. The *y* axis is logarithmic with values from 1 to 100.
- 4. Draw four major (numbered) divisions with marks (called tics) with

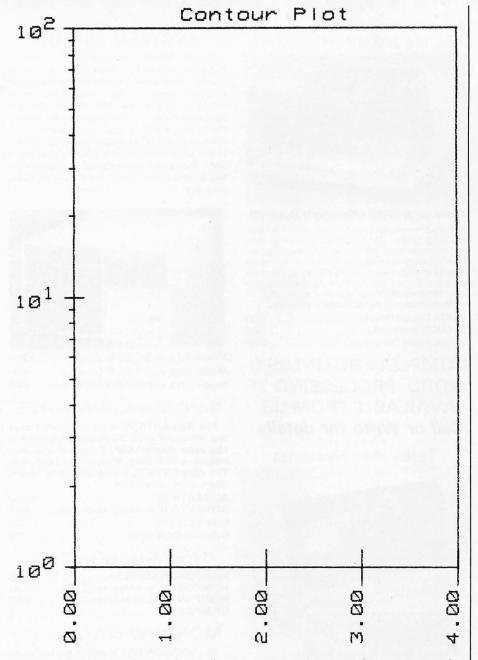


Figure 1: Producing such a graph usually requires an extensive set of instructions and a great deal of user input. The resulting program cannot be easily used for other purposes.

- a length of $\frac{1}{4}$ inch above and below the *x* axis.
- 5. Frame the graph (draw lines on the two sides that are not the axes).
- 6. Title the graph "Contour Plot" and center (default) the title.
- 7. Draw the graph after the above parameters are set.

Other parameters could be set (e.g., margin, page size, subtitles, *x* and *y* axes titles, legends, grid lines, and other characteristics of graphs). Giving the user control over all these characteristics in a question-and-

answer session or by menu can lead to long sessions at the terminal.

The first step in planning a POL system program to draw this graph is to write the input in a logical and readable format:

Draw a graph, with X from 0 to 4, Y axis logarithmic, Y from 1 to 100, X tics major 4 size .25", frame the graph, title "Contour Plot", execute.

This is readable and reasonably similar to the user's thinking. The in-

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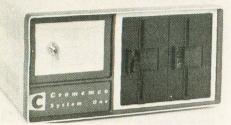
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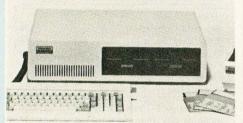


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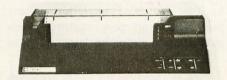
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This initial format should be used to determine the keywords in the language and their hierarchy. For example, "size" may apply to the tic size, the axis numerical values, and various labels. The hierarchy is necessary to determine which size is being specified. Keywords should also be selected on the basis of spelling; significant letters will be capitalized. This allows similar words to be distinguished from one another. It also helps eliminate spelling errors in long words. Four letters is my preference, but programming needs may dictate more or less. A space

may be included after the word to distinguish between similar words such as "are" and "area." Significant spaces are shown by an underscore. The previous example of an input may now be written as:

DRAW an XY graph with X_FROM 0 TO_ 4, Y_ axis LOGarithmic, Y_FROM 1 TO_ 100, X_ TICS MAJOr are 4 SIZE = .25, FRAMe the graph, TITLe 'Contour Plot', EXECute

The capitalized portions are significant as keywords. Also, a number of filler words (shown in lowercase) must be allowed for by the programmer.

The programmer developing this new language uses a number of examples like the one given above to construct a tree structure of all the keywords that will be used as a guide in doing the actual programming.

The tree structure for drawing the xy axes is given in listing 1. Later, the programmer will also write a help routine (which contains the words of the language, their definitions, and proper usage) for each major section of the program. This help routine is stored on a disk and can be called from within the program for assistance as it is needed. Since the portion of the program used to draw the axes is a major section, it has its own help routine (shown in listing 2). This is an actual part of a graphics module.

The language used to solve a problem is built up from several sections. For example, a modeling package might be built up using a differential equation section, an integration section, a regression section, and the graphics section given above. In this manner, a "modeling language" would be built up. Similarly, other languages can be developed for other problems, such as structural design in

Listing 1: Tree structure of the keywords used in drawing the graph shown in figure 1. This is used as a guide in developing a particular modeling language.

```
DRAW XY (CONTinue)
                                                                       TITLe (1)
                                                                       SUB<sup>m</sup>itle
                                                                                 121
                                                                                 SIZE ##.#
                          X
                               LINES
                                                                                 JUSTifv
                               T,OG
                                                                                         LEFT
                                                                                         CENTER
                          Y
                                                                                         RIGHT
                               LINES
                               LOG
                                                                                  POSItion ##.#
                           GRID
                                                                                 LENGth ##.#
                                                                                  stringl', string2',....
                           FRAMO
                                                                       LEGENd
                           LOG
                             (flag=1)
                                                                                 POSTtion ##.# ##.#
                              (flag=2)
                                                                                 BORDER
                           LOG
                                                                                 BORDERLess
                           LINES
                                                                                 SIZE ##.#
                                                                                  WIDTh ##.#
                           TICS
                                                                                  HEIGht ##.#
                               SIZE ##.#
                                                                                 JUSTify
                               SPACe ##.#
                                                                                         TOP
                               MAJOr ##
                                                                                         VERmical CENTer
                               MINOr ##
                                                                                         BOTTOM
                               VALUes
                                                                                          LEFT
                                          SIZE ##.#
                                                                                          HORIzontal CENTer
                                         PERPendicular
                                                                                         RIGHT
                                          PARA11el
                                                                                           'stringl', choice2 'string2,....
                                                                                  choicel
                                          DECImal ##
                                                                                         CIRCLE
                           FROM ##.# TO ##.#
POSItion LEFT ##.# RIGHT ##.#
                                                                                          SOUAre
                                                                                         TRIAngle
                           POSITION TOP ##.# BOTTOM ##.#
                                                                                          STAR
                           MARGin LEFT ##.# RIGHT ##.#
                                                                                         DTAMond
                           MARGin BOTTOM ##.# TOP ##.#
                           LARE!
                                                                                          T. TME
                               SIZE ##.#
                                                                                          nomted
                                JUSTify
                                                                                          DASI
                                       LEFT (or TOP)
                                                                                          LONG DASH
                                                                                          DOT DASH
                                                                                         DOT DOT DASH
                                       PIGHt (or BOTTOM)
                                POSTTion ## #
                                                                                          DOT LONG DASH
                                ORIEntation
                                       VERmica1
                                                                                          DOT DOT LONG DASH
                                        HORTzonta1
                                LENGth ##.#
                                                                                          DASH LONG DASH
                                                                                          DOT DASH LONG DASH
DOT DOT DASH LONG DASH
                                 string).
                      PAGESIZE ##.## ##.#
                                                                                          DOT DOT DOT DASH LONG DASH
                      GRID
                      FRAMO
                      MAXIMUM (LABEL) (LINES) ##
                      CLEAT
                      EXECute
```

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- be able to break an input line into words, variable names, numbers, special characters, and strings
- be able to match word or variable
- •be able to extract numbers, determine permitted range, and return proper values
- be able to extract strings intact
- allow line continuations for long input sequences
- •be able to read stored input sequences from a file
- •be as automatic at run-time as possible
- · allow changing of special control characters
- allow comments (not processed for keywords)
- · allow paging and switching of program sections
- •allow for input of numbers or strings at run-time to keyword sequences stored on disk files
- allow for output to the terminal
- allow graphical coordinates or real values to be input from the plotter
- allow automatic skipping of common filler words or characters

These capabilities should be part of any package that claims to have POL input. However, all that has been presented so far is just anotherthough fancier-way to input data and control information. Problem Oriented Language opens a door to far more than this.

Why Have POL Input?

The use of technical programs with microcomputers is very underdeveloped. Currently, three areas are being developed. First, much work is being done with graphics, especially for the display of equations and data, and for statistical operations on that data. However, it is not easy to take these programs past what they are intended to do, and the input to these programs is either painfully slow or

Text continued on page 328

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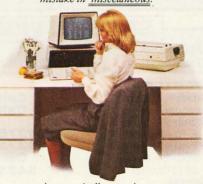
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Listing 2: Output from the HELP routine. These explanations of the various commands can be called by the user as needed.

DRAW plots the axis for the graph. The format is :

DRAW XY CONTinue OPTION, OPTION..... POLar CAPTesian

> where XY implies the XY coordinate system POLar implies a polar coordinate system, and CARTesian implies a Cartesian coordinate system.

If CONTinue is not used, all parameters are reset to their default values. Do not use CONTinue the first time DRAW or REDRaw is used, or an error will result. Use REDRaw if the parameters are to be preserved but the pen position is to be reset for a new graph.

The following words are always skipped over at any place in the line:

AN THE FOR AND ECUAL EQUALS IS ARE OF GRAPH

Commas(,) and equivalence signs(=) are also skipped.

The following options are available for OPTION:

PAGESIZE ##.# ##.#

Enters the size of the page (in inches) for the plotter. The first number is the width, and the second number is the height. Default for the Diablo printer is 8.5 and 11.

MAXImum (LABE)) (LINES) ##

Sets the maximum number of lines (4 is default) for each of TIMLe, SUBmitle, X LABEL, Y LABEL, or LEGEND. This command automatically deletes all labels and resets all label parameters to default values. If it is used, use it before any label values or strings are entered.

X LINEs draws vertical lines from the major tics on the X axis Y LINEs draws horizontal lines from the major tics on the Y axis GRID draws both horizontal and vertical lines from the major tics NO X LINES does not draw the vertical lines NO Y LINES does not draw the horizontal lines NO LINEs (or NO GRID) does not draw either vertical or horizontal lines

Default is NO LINES

X LOG makes the X axis logarithmic LOG makes the Y axis logarithmic LOG makes both axes logarithmic NO X LOG makes the X axis linear NO Y LOG makes the Y axis linear NO LOG makes both axes linear

Default is NO LOG

FRAMe puts a frame (top and right) around the graph NO FRAMe does not put the frame around the graph

Default is NO FRAMe

X TICS PARAMETER Y TICS PARAMETER where PAPAMETER can be:

SIZE ##.#

##.# gives the length of the major tics in inches (minor tics are half as long. Default is .125). Each axis is set separately.

##.# gives the length between major tics in inches Not implemented on Diable modules.

gives the number of intervals along the given axis for major tics (Default is 1). MAJOr is automatically set for logarithmic axes.

Listing 2 continued on page 324

CHOOSE...

An Apple Desk



A compact Bi-Level desk ideal for the Apple computer system. This 42" × 29½" desk comes with a shelf to hold two Apple disk drives. The top shelf for your TV or monitor and manuals can also have an optional paper slot to accomodate a printer. It is shown here with the optional Corvis shelf which will hold one Corvis disk drive. The Corvis shelf is available on the 52" × 291/2" version of the Apple desk.

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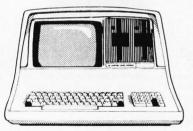
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NEC Trimliner-300 Lpm	. 4,585
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Listing 2 continued:

MINOr ##

gives the number of intervals between major tics(Default is 1)
MINOr is automatically set for logarithmic axes.

VALUES PAPAMETED

to the numbers for the tic marks along each axis where PAPAMETER can be:

SIZE ##.# ##.# is the size of the letters in inches from line to line (Default is .25) (sets both axes at the same time)

peppendicular

sets the numbers perpandicular to the axis(is the default case)

PAPAlle1 sets the numbers parallel to the axis

DECImal ##

sets the number of decimal places in the numbers along non-logarithmic axes (sets both axes at the same time--default is 2)

X FROM ##.# TO ##.# Y FROM ##.# TO ##.#

> determines the minimum and maximum values respectively along the stated axis. These will be modified to selected values unless XTICs (or YTICs) MAJOr is specified.

X POSItion LEFT ##.# RIGHT ##.# Y POSItion TOP ##.# BOTTOM ##.#

sets the distance in inches from the edge of the page to the respective side of a framed graphical area. This command can be used to position multiple graphs on the same page.

X MARGin LEFT ##.# RIGHT ##.# Y MARGin BOTTOM ##.# TOP ##.#

> sets the amount of clear space(no labels or numbers) in inches around the edges of the page(default is l inch on all four sides). This command can be used to position multiple graphs on the same page.

X LARET

Y LARFI

where the options under each category are:

ST7F ## #

determines size in inches from line to line(default is .25 on each category). The actual height of the typical capital letter is about .7 of the number entered.

JUSmify LEFm(or TOP)

RIGHt (or BOmmom)

determines the position indicator relative to the string in the category(default is CENTER for each category)

POSItion ##.#

##.# is a freaction from 0.0 to 1.0 indicating the relative location of the position indicator along the side from left(or top) to right(or bottom). Default is 0.5(which will center the label if JUSTify is CPNTER).

OPIEntation VERTical

HORIzontal

determines whether letters are vertical or horizontal. Default is VERTical for XAXIs and HORIzontal for YAXIs.

LENGth ##.#

##.# is a number(between 1 and 10) used to expand the length of a label (Default is 1.0). 2.0 means the label appears twice as long as normal.

'stringl', 'string2',....

the strings contain the actual labels. The latest set of consecutive strings are the ones for that label. Do not insert any other command words between the strings for a specific label.

CLEAR

resets all parameters to default values, clears screen, or expects a new sheet of paper to be inserted.

EXECUTE

causes the axes to be drawn using the current parameters.

Listing 2 continued on page 326

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P.O. Box 3373A Birmingham, AL 35255 Phone: 205–933-1659 Listing 2 continued:

option,... (for title at the top of the page) TITLE SUBTitle option,... (located immediately below the title section)

where the options under each category are:

SIZE ##.#

determines size in inches from line to line(default is .25 on each category). The actual height of the typical capital letter each category). The actual height is about .7 of the number entered.

JUSTIFY LEFT CENTer

determines the position indicator relative to the string in the category(default is CEN $^{\rm mer}$ for each category)

##.# is a freaction from 0.0 to 1.0 indicating the relative from left to right. Default is 0.5 (which will center the from left to right. Default label if JUSTify is CENTEr).

LENGth ##.#

##.# is a number(between 1 and 10)used to expand the

length of a label (Default is 1.0). 2.0 means the label appears twice as long as normal.

'stringl', 'string2',....

the strings contain the actual labels. The latest set of consecutive strings are the ones for that label. Do not insert any other command words between the strings for a specific

LEGEnd

the options are:

POSItion ##.# ##.#

gives the position of the legend relative to the X axis and Y axis respectively. Values from 0 to 1 keep the legend with the framed area of the graph. Values greater than 1 for one or both numbers will locate the legend immediately outside the framed area at the right or top respectively. Default is 1.0 1.0, which will place the legend at the upper right corner of the framed graph area.

BORDER BORDEPLess

> determine whether there will be a frame around the legend. Default is BORDER.

SIZE ##.#

sets the distance between lines in the legend. The actual height of the typical capital letter is about .7 of the number given.

WIDTh ##.#

increases the width of the legend without increasing the letter size. Values are multiples of the normal width.

HEIGht ##.#

increases the height of the legend by increasing space between lines without increasing letter size. Values are multiples of the normal height.

JUSmify

VERTical CENTer BOTTOM LEFT HORIzontal CENTer RIGHT

sets the location within the legend of the position given by POSItion. Default is VEPTical CENTER, HORIzontal CENTER.

choicel 'stringl', choice2 'string2',....

where the choices may be line patterns and/or symbols (line patterns must be given first)

LINE DOT DASH DOT DASH
DOT DOT DASH
DOT DOT DASH LONG DASH

Listing 2 continued on page 328

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CIRCLE SOUAre TRIAngle DIAMond STAR

Each time a new set of consecutive option 'string' sequences is encountered, the entries are reset to contain only the current entries. All entries must be consecutive and contain no other commands embedded in the sequence.

Text continued from page 320

does not allow complete control of the process. Compare the input of other published programs for graphics to that allowed by listing 3. It is much easier to include graphics in a POL package (as will be demonstrated in part 3 of this series) than to make the traditional subroutine calls with, for example, FORTRAN.

A second area of development is complete packages. Advertisements in microcomputer magazines show a number of technical program packages, especially for statistics and civil engineering. These packages solve a certain type of problem quite well, but using portions of these programs for solving different types of problems is difficult because most packages are not modular (i.e., designed so that parts can easily be rearranged or used in different programs).

A third area is the technical program packages of routines available for mainframe computers (e.g., IBM's Scientific Subroutines package that contains the source listings). However, these packages are usually in FORTRAN, and the programs utilizing these routines frequently strain the capacity of the current generation of microcomputers. The main-line programs written to incorporate these subroutines must also set numerous values required by the subroutines and handle all the input and output of the program. This places a heavy burden on the programmer.

The POL system will provide a framework for designing modules that will:

• be easy to combine into large programs

- reduce the load on the programmer writing the main-line program
- •be more flexible in use by using Problem Oriented Language input
- provide a large library of modules that can be used in many programs
- make it easy to integrate plotterindependent graphics into the pro-
- •be written in BASIC, the language generally used in microcomputers
- onot exceed the capacity of currentgeneration microcomputers, while providing capabilities normally found only in programs run on larger machines

The POL system will make problem solving easier because it will encourage the development of a large library of modules. The modules can then be used to quickly assemble a package to solve specific problems.

What Is Available

A number of program packages on the market have POL input, but many of these packages are not development systems; in other words, they do not allow additional programs or modules to be linked to the current set of programs in order to use the package to solve problems different from those originally envisioned.

At the University of Kansas, two POL development systems are available to me-POLO and GRIP. POLO (Problem Oriented Language Organizer) was developed at the University of Illinois and an application package—called POLO-FINITE—is used in the Department of Civil Engineering on structural-analysis problems. POLO is oriented toward the

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manipulation of large amounts of data (a million items or more) and operates in a batch environment.

GRIP (General Routines for Interactive Processing), developed at the University of Kansas by Rick Hilst and Dr. Kenneth Bishop of the Department of Chemical and Petroleum Engineering, is a set of routines for linking GRIP-compatible modules together and requires a minimum of program writing to do so. In chemical engineering, much work is on a trialand-error basis that requires the flexibility of POL to reduce the amount of input on the successive attempts. Much of the output is best analyzed in the form of graphs. Therefore, graphic output of data is desirable rather than drawing results by hand.

My own thesis involves the development of a process control simulator for the senior-level class on process control. This package will use GRIP routines for POL input and will assist students in their work by avoiding much of the tedious transformation of large equations. Much of the output will be in the form of graphs. Some of the input will involve a graphic representation of the system being modeled (a block diagram).

POL for Microcomputers

POL packages or systems are often written in FORTRAN and are designed to run on large mainframe computers. Typical program packages begin at 200,000 bytes when compiled. POLO program packages will have from 50,000 to 250,000 lines of FORTRAN code. This is obviously too large for today's microcomputers based on the Z80 and similar microcomputers. However, my goal is to allow the major portion (80 percent or more) of the capabilities of mainframe POL packages to be available on microcomputers. To do this, I use a BASIC interpreter and a paging technique.

A BASIC interpreter is required because:

- The program to be interpreted especially the graphics portion-can be written to occupy less space than a compiled program.
- The paging technique used requires dynamic allocation of memory.
- The paging technique in BASIC is much easier to master than trying to learn how to overlay in FORTRAN.
- Dynamic modification of the program is allowed (introduced in part 2), which simplifies interactive processing of equations.

Microsoft BASIC 5.0 was chosen for the following reasons:

- It is written for many machines, making the system transportable.
- •Its CHAIN includes MERGE, DELETE, and starting line options.
- Both random and sequential files are supported.
- The sequential records are of variable length and format.
- Multiple logical records may be written in a sector, conserving disk space.
- •String variables are dynamically allocated and not preset in length, also conserving memory space.
- It has a LINE INPUT command to treat a single line as a string.

System Required

The minimum computer system recommended to run POL/PS is:

- 1. CP/M operating system
- 2. Microsoft BASIC-80
- 3. At least 20K bytes of programmable memory above BASIC
- 4. Dual disks
- 5. An appropriate plotter if graphics are used

The recommended organization of POL/PS on disk is to place POL-80 and the graphics routines (if used) on the "logged-in" drive (since different plotters require different CP/M configurations). The application modules and their main-line programs should be on the other drive so that applications packages can be changed without starting over. Changing plotters can be done by connecting the new plotter, inserting a different CP/M disk (with a different graphics module), and starting again. All communications between application and graphics modules will be done by means of a disk file whose format is independent of the plotter being used.

This program was developed on a

Vector Graphic System B (Z80) with two 300K-byte minidisks and a Diablo 1650 printer as a plotter. Most Diablo and Diablo-compatible printers are capable of 60 horizontal and 48 vertical spaces per inch in a graphics mode. (Check the specific model for its capability. The Diablo uses an "Escape-3" to turn on graphics and either a "Carriage Return" or "Escape-4" to turn off graphics. I simply use "space", "linefeed", "back-space", ".", and "escape-linefeed" for up.) All the figures in this series were produced using this equipment.

The disks should be of high capacity because there may be more space used by files associated with the module than is used by the actual program. HELP files, error message files, and graphics intermediate files can quickly consume space.

Disk speed is also very important. A page transfer on the Micropolis minidisks takes about 30 seconds by the time all the variables and files are restored. Faster disks-8-inch floppies or Winchester hard disks-can reduce program running time where several pages are involved.

The POL Programming System

I said earlier that the programs customarily run using POL are large. The graphics package is often in itself several times larger than the memory available on a microcomputer unless the size of the program is decreased by making it inflexible. The normal method of handling such large programs is by overlays (on most large machines) or by paging (on virtual memory machines). The POL Programming System (POL/PS) presented here is closer to the paging system because it changes only portions of the program at a time and is relatively easy to implement. Figure 2 shows a diagram of this system.

The block at the top is almost

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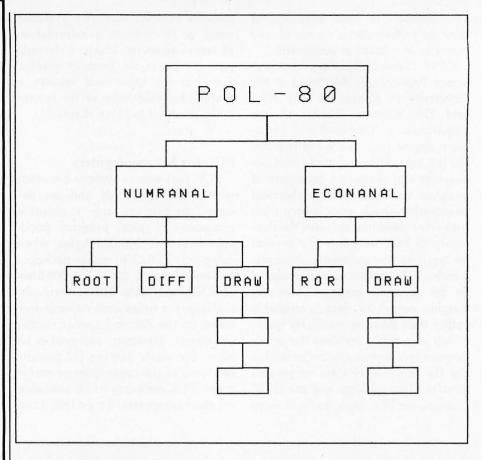


Figure 2: A diagram of the POL system and the interaction between the different modules.

always in the computer's memory and consists of standard subroutines that control the paging of the program and handle the POL input. The next level down represents major application packages. Examples of these are a numerical-analysis package (NUMRANAL) and an economics package (ECONANAL). Each of these consists of a main program. The first four characters of the name form a common prefix for all programs in this application package (e.g., NUMR for numerical analysis, or ECON for economics analysis). At the third level are branches representing the modular subprograms (within each package) that handle the computations and actually make the decisions. Each of these programs may have several pages, which are usually called on sequentially to perform the computations. One example of this is the xy axes portion of the graphics package (see listing 1), which has three pages: one to handle the input,

one to compute all the locations on the page (based on the input), and one to actually draw the axes.

To make such a paging scheme work, one rigid rule must be followed concerning line numbers. Lines 1 to 2999 are reserved for the input and paging routines and future development. Lines 3000 to 9999 are reserved for user-written programs. Both line 3000 and line 9999 must be used in the user-written program, even if only for remarks, because these line numbers are references in CHAINs.

The set of routines to handle POL input—called POL-80—is given in listing 3. The variables are in listing 4. Naming conventions used in POL-80 are given in listing 5. The program listing is well documented and a summary of the capabilities is given below. (Much more detail can be found in the POL/PS User's Manual.)

The primary purpose of these routines is input, parsing, and matching. Input is accepted from either the ter-

> Text continued on page 362 Listings 3, 4, and 5 are on pages 334-360



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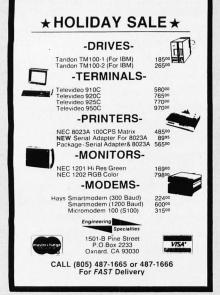
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Circle 546 on inquiry card.



Circle 547 on inquiry card.



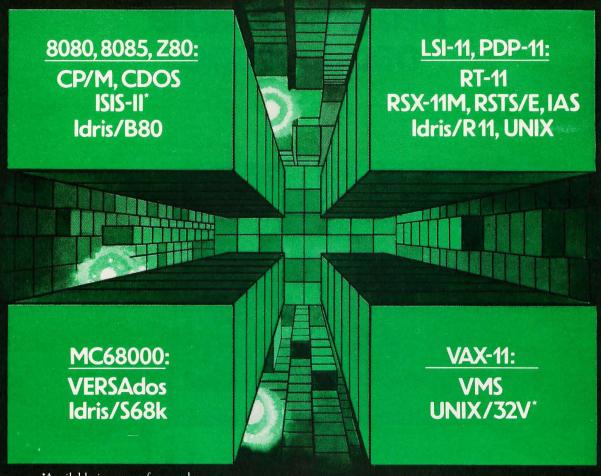
```
Listing 3: This set of routines handles user input. POL-80 is written in Microsoft BASIC
5.0.
1 REM PROBLEM ORIENTED LANGUAGE INPUT ROUTINES (POL-80)
  REM COPYRIGHT MARK FINGER 1981
SET UP ARRAYS AND INITIALIZE REQUIRED VALUES
20 DEFINT F,I,J,N
   :DEFSTR A
   :DEFDBL D
    :DIM AART (20)
    :DIM ACOM(10)
SET UP DEFAULT VALUES
     NOTE THAT ALL FLAGS ARE SET TO "0"
           (FART, FAXES, FCOM, FENT, FEOC, FERR, FFIL, FTR, ICON, NART, NCOM)
33333333333333333377777"
40 AEOC=":"
   :AEOL="#"
    : AOUT="$"
    :AP="@"
   :ASTR=" "
   :ACON="&"
:AR="!"
    :AINB="["
    :AINE="1"
    :OPEN "O", #1, "READTEMP"
    :CLOSE#1
    :OPEN "I", #1, "READTEMP"
PROCESSES INITIAL INPUT COMMAND
      (MUST BE A PLOTTER OR PROGRAM DECLAPATION COMMAND)
50 OPEN "R",#3,"MLPERP",80
    :FIELD #3,80 AS AERR
   GOSUB 1050
    :GOSUB 500
    IRET=60
70 IF AB=AP AND NT=7
       THEN GOTO 100
ELSE NERR=1010
             :GOSUB 1200
             :FERR=1
    :GOTO 60
PLOTTER OR PROGRAM DECLAPATION HANDLING
THE FORMAT IS: @PRG NAME
                       NAME--FILENAME CONTAINING THE MAINLINE PROGRAM TO BE
                              RUN (AN EXAMPLE OF NAME IS "B:NUMPANAL" FOR THE NUMERICAL ANALYSIS PACKAGE)
                       NAME --CONTAINS THE DISK DESIGNATION AND A 3-LETTER CODE FOR THE PLOTTER TO BE USED (AN EXAMPLE OF NAME IS 'A:DIA' FOR THE DIABLO TYPEWRITER)
      @PLT 'NAME'
100 AT=LEFTS (AN. 3)
     :AN=RIGHT$ (AN, LEN (AN) -3)
150 IF AT<>"PLT" GOTO 170
155 FENT=1
     :GOSUB 500
     :IF NT<>6
          THEN NERR=1037
               :GOSUB 1200
               :GOTO 60
160 IF MID$ (AB,2,1) = ":"
THEN APLT=LEFT$ (AB,5)
ELSE APLT=LEFT$ (AB,3)
165 CHAIN MERGE APLT+"GRIN", IRET, ALL, DELETE 2500-2999
170 IF AT<> "PRG"
THEN NERR=1034
              :GOSUB 1200
              :FEPR=1
              :GOTO 60
180 GOSUB 500
     :IF NT<>6
          THEN NERP=1021
               :GOSUB 1200
                :GOTO 60
          :ELSE IF MID$ (AB, 2, 1) = ":"
                    THEN APPG=MID$ (AB, 3, 4)
                    :ADISK=LEFT$ (AB, 2)
:ELSE ADISK="A:"
```

:APRG=LEFT\$ (AB, 4)

Listing 3 continued on page 339

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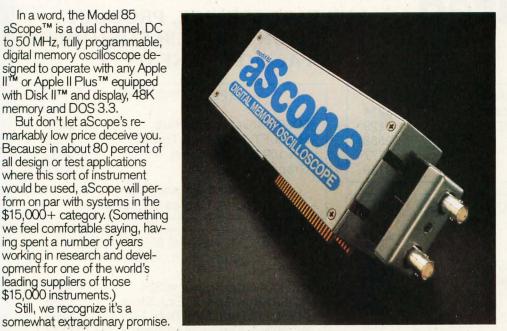
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system. But frankly, we suspect you are probably as intrigued as you could be on the basis of one advertisement.

So we'll proceed with a few action recommendations designed to accommodate anyone from the casually curious to the virtually convinced.

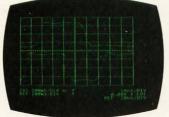
First, you should call 800-547-4445. That will provide you with an aScope data sheet and an opportunity to determine whether you'd like to invest \$10 in our comprehensive aScope demonstration disk.

Or simply yield to your initial impulse and order the system, safe in the knowledge that (a) you may use the system for fifteen days, and if not satisfied, return it, and b) NWIS system engineers stand ready to assist you with any questions you may



Still, we recognize it's a

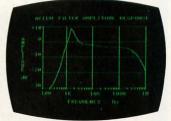
Single keystroke calls aScope™ operations menu. All sub-menus provide complete prompting.



A reference waveform loaded from disk into Channel 2 for comparison with active signal on Channel 1.



Cross-cursor indicates point where aScope™ digital voltmeter (DVM) is calculating waveform voltage for display at bottom of



One example of a user-defined co-resident BASIC program; in this case designed to plot an amplitude response curve for an active filter.

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programmable oscilloscope with a controller when to a great extent the microcomputer circuitry and capabilities of one are already available in the other. So we didn't combine, we integrated. Making the aScope a peripheral part of the computer. Supplying only what was necessary to make the computer a high-performance instrument. An instrument capable of things until now assumed impossible for

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Listing 3 continued:

185 FART=0 :FCOM=0 :NART=2 :NCOM=0 :FENT=1 :GOSUB 1400 190 CHAIN MERGE AB,3000,DELETE 3000-9999

MISCELLANEOUS CONTROL HANDLING

(CONTROL CHARACTER CHANGES, INPUT FILE DECLARATIONS, & TRACING)

THE FORMAT IS AS FOLLOWS:

O--IMPLIES END OF COMMAND IS END OF LINE OR END-OF-COMMAND CHARACTER(DEFAULT IS:)

1--IMPLIES END OF COMMAND IS END-OF-COMMAND CHARACTER ONLY

C--CHARACTER TO INDICATE THE BEGINNING OF PROGRAM OR PLOTTER !PRG C CHANGE COMMANDS (DEFAULT IS @)

-CHARACTER TO INDICATE THE BEGINNING OF A READER OR ! REA C MISCELLANEOUS CONTROL COMMAND (DEFAULT IS !)

C--CHARACTER TO INDICATE THE END OF A COMMAND (DEFAULT IS :) !EOC C

C--CHARACTER USED TO INDICATE THAT THE REMAINDER OF THE LINE ! EOL C IS COMMENTS (DEFAULT IS #)

C--CHARACTER USED TO INDICATE THE BEGINNING OF A REQUEST FOR GRAPHICAL INPUT (DEFAULT IS [) !INB C

C--CHARACTER USED TO INDICATE THE END OF A REOUEST FOR GRAPHICAL INPUT (DEFAULT IS]) !INE C

C--CHARACTER USED TO INDICATE COMMAND LINE CONTINUATION !CON C

C--CHARACTER USED TO ENCLOSE MESSAGES TO BE OUTPUT TO THE !OUT C TERMINAL (DEFAULT IS \$)

C--CHARACTER USED TO ENCLOSE INPUT STRINGS ON A COMMAND LINE ISTR C

C--CHARACTER USED TO REQUEST INPUT FROM THE TERMINAL DURING ITER C EXECUTION OF THE LINE (DEFAULT IS %)

!FIL 'NAME' NAME--NAME OF A SEQUENTIAL FILE CONTAINING A SET OF COMMANDS
IN THE PROPER FORMAT TO USE AS INPUT(AN EXAMPLE OF NAME
IS 'B:EXAMPLE'

TUPNS ON THE INTERNAL TRACER IN NLP-80 ! TON

TURNS OFF THE INTERNAL TRACER LIN NLP-80 ! TOF

(NOTE--NEVER USE QUOTES (") AS ANY OF THE ABOVE CONTROL CHARACTERS. THEY WILL GET CHEWED UP DUPING CHAINING OF PROGRAMS.)

(NOTE--ONE OF THE EASIEST WAYS TO REDUCE THE PROGRAM SIZE IS TO PEMOVE THIS SECTION (IF DEFAULT PARAMETERS ARE ALWAYS ACCEPTABLE AND FILE INPUT OR TRACING ARE NOT REQUIRED) --THIS ELIMINATES ABOUT 15%)

TO DO THIS:

DELETE LINES 200-495

IN THE STRING IN LINE 30, CHANGE THE "9" (POSITION 2) 2.

TO A "7"
IN LIME 520, ELIMINATE ",200" (THE LAST LINE NUMBER 3. PEFERENCE)

LESSER AMOUNTS (INDIVIDUAL LINES) MAY BE ELIMINATED IF STEPS 2 AND 3 ARE NOT DONE. FOR EXAMPLE, LINES 210-320 CAN BE ELIMINATED, AND THE FILE INPUT AND TRACING FUNCTIONS ARE STILL AVAILABLE, BUT THE PROGRAM IS ABOUT 700 BYTES SHORTER.)

200 AB=MID\$ (AN, 2, 3) :AN=RIGHT\$ (AN, LEN(AN)-4)
210 IF AB="FEC" THEN GOSUB 500 :IF NT=1

THEN FEOC=IV :GOTO 500

:ELSE NERR=1036 :GOTO 495

220 IF AB="PRG"

THEN GOSUB 500 :IF NT=7

THEN AP=AB :GOTO 500 :ELSE NERP=1033

:GOTO 495

230 IF AB="REA" THEN GOSUB 500 : IF NT=7

THEN MIDS (ADEC, ASC (AR) -31,1) = "7"

Listing 3 continued on page 340



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DS	SPEED	SAVE	LOAD
READ	WRITE	READGR	WRITEGR
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JP	EX	GO	USR1
USR2	USR3	USR4	7

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* DEC	VT100 CRT DECscope	1,695	162	90	61
THE RESERVE OF THE PARTY OF THE	VT101 CRT DECscope	1,195	115	67	43
	VT125 CRT Graphics	3,295	315	185	119
	VT131 CRT DECscope	1,745	167	93	63
	VT132 CRT DECscope	1,995	190	106	72
	VT18XAC Personal Computer Option	2,395	230	128	86
	TI745 Portable Terminal	1,595	153	85	58
THE PERSON NAMED IN	T1765 Bubble Memory Terminal .	2.595	249	138	93
TEXAS	TI940 CRT	1.795	173	96	65
INSTRUMENTS	TI785 Portable KSR, 120 CPS	1,795	173	96	65
INSTRUMENTS	TI787 Portable KSR, 120 CPS	2,195	211	117	80
	TI810 RO Printer	1,695	162	90	61
	TI820 KSR Printer	2,195	211	117	80
	ADM3A CRT Terminal	595	57	34	22
LEAR SIEGLER	ADM5 CRT Terminal	645	62	36	24
	ADM32 CRT Terminal	1.165	112	65	42
	CIT-101 CRT	1.525	147	82	55
C-ITOH	CIT-161 Color CRT	2.675	257	143	97
	CIT-427 Color Graphic CRT	3,095	297	165	112
	910 CRT Terminal	650	62	36	24
TELEVIDEO	925 CRT Terminal	850	82	46	31
	950 CRT Terminal	1,075	103	57	39
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NEC SPINWAITER	Letter Quality, 7725 KSR	3,195	307	171	115
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Listing 3 continued:

```
:AR=AB
                         :MTD$ (ADEC, ASC (AR) -31,1) = "9"
:GOTO 500
                   :ELSE NERR=1022
                         :GOTO 495
 240 IF AB="EOC"
         THEN GOSUB 500
               : IF NT=7
                   THEN AEOC=AB
                         :GOTO 500
                   :ELSE NERR=1023
                         :GOTO 495
 260 IF AB="EOL"
         THEN GOSUB 500
               :IF NT=7
                   THEN MIDS (ADEC, ASC (AEOL) -31,1) = "7"
                         :AEOL=AB
                         :MID$ (ADEC, ASC (AEOL) -31,1) = "2"
                         :GOTO 500
                   :ELSE NERR=1025
                        :GOTO 495
 270 IF AB="INB"
        THEN GOSUB 500
:IF NT=7
                   THEN AINB=AB
                        :GOTO 500
                   :ELSE NERP=1026
                        :GOTO 495
 280 IF AB="INE"
        THEN GOSUB 500
              :IF NT=7
                   THEN AINE=AB
                   :GOTO 500
:ELSE NERR=1027
                        :GOTO 495
290 IF AB="CON"
        THEN GOSUB 500
              :IF NT=7
                  THEN ACON=AB
                        :GOTO 500
                   :ELSE NERR=1028
                        :GOTO 495
300 IF AB="OUT"
        THEN GOSUB 500
                  THEN MID$ (ADEC, ASC (AOUT) -31,1) = "7"
                        : AOUT=AB
                        :MID$ (ADEC, ASC (AOUT) -31,1) = "4"
                        :GOTO 500
                   :ELSE NERR=1029
                        :GOTO 495
310 IF AB="STR"
        THEN GOSUB 500
              : IF NT=7
                  THEN MIDS (ADEC, ASC (ASTR) -31,1) = "7"
                        :ASTR=AB
                        :MID$ (ADEC, ASC (ASTR) -31,1) = "6"
                        :GOTO 500
                  :ELSE NERR=1030
                        :GOTO 495
320 IF AB="TER"
        THEN GOSUB 500
              :IF NT=7
                  THEN MID$ (ADEC, ASC (ATER) -31,1) = "7"
                        :ATER=AR
                        :MID$ (ADEC, ASC (ATER) -31,1) = "5"
                  :GOTO 500
:ELSE NERR=1032
                        :GOTO 495
330 IF AB="FIL"
        THEN GOSUB 500
              : IF NT=6
                  THEN AFTL-AB
                        :FFIL=1
                        :JFIL=0
                        :OPEN "I",#2,AFIL
                        :GOTO 500
                  :ELSE NERR=1031
                        :GOTO 495
340 IF AB=""ON"
       THEN FTR=1
              :GOTO 500
350 IF AB="TOF"
        THEN FTR=0
        :GOTO 500
490 NERR=1035
495 GOSUB 1200
:IEOC=1
     : RETURN
```

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Listing 3 continued:

SUBROUTINE PARSER

CALLED WHENEVER ANOTHER ENTITY IS REQUIRED (USED ONLY BY OTHER SUBROUTINES WITHIN NLP-80)

EXTRACTS THE ENTITY (ENTITY STORED IN "AB") FROM THE CURRENT COMMAND LINE AND CLASSIFIES IT IN "NT" AS FOLLOWS:

NT=1--INTEGER NUMBER

2--REAL NUMBER (CONTAINS A DECIMAL OR A FRACTIONAL PORTION)

3--WORD CONTAINING LETTERS ONLY
4--WORD CONTAINING LETTERS AND NUMBERS, BUT BEGINS WITH A LETTER

5--NOT IMPLEMENTED 6--STRING

7--SPECIAL CHARACTER (ANY CHARACTER OTHER THAN A LETTER, NUMBER, QUOTE ("), OR BLANK SPACE)

500 AB="" **INITIALIZE :DV=0 THEN CHECK IF AN ERROR : IV=0

: AT="" :FENT=0 :IF FERR=1

THEN RETURN 505 IF IEOC=1

THEN RETURN 510 IF LEN(AN)=0

THEN IF NOT (EOF(1)) OP FEOC=1 THEN GOSUB 1055 :ELSE IEOC=1

:NT=7 : RETURN 515 AT=LEFT\$ (AN, 1)

:NT=VAL (MID\$ (ADEC, ASC (AT) -31,1)) 520 ON NT GOTO 540.

> 535, 600, 540, 545.

550, 580 -

200 530 IE=INSTR(2,AN,AT)

> :IF IE=0 THEN NERR=1050 :GOSUB 1200 · FERP=1

> > : AB=

: RETURN :ELSE AB=MIDS (AN, 2, IE-2) : AN=RIGHTS (AN, LEN (AN) - IE)

: RETURN 535 AT="" :IEOC=1

: RETURN 540 IE=INSTR(2,AN,AT) :IF IE=0

THEN NERR=1051 :GOSUB 1200

:FERR=1 . AR= : RETURN

:ELSE AB=MID\$ (AN, 2, IE-2) : AN=RIGHT\$ (AN, LEN(AN)-IE)

: PRINT AB :GOTO 510 545 LINE INPUT "?"; AT

: AN=AT+RIGHTS (AN, LEN (AN) -1) :GOTO 510

550 AN=RIGHT\$ (AN, LEN(AN)-1) :IF FCOM<>1

THEN GOTO 560 554 ICOM=0 555 IF AT=ACOM(ICOM)

GOTO 510 556 ICOM=ICOM+1

:IF ICOM<NCOM GOTO 555

560 AB=AT : RETURN 580 AN=RIGHT\$ (AN, LEN(AM)-1)

:GOTO 510 THIS SECTION OF THE PARSER EXTRACTS CATEGORY 3 OR 4 WORDS

500 IF AT>="a" AND AT<="z"

THEN AT=CHR\$ (ASC (AT) -32)

602 AB=AB+AT 605 AN=RIGHTS (AN, LEN (AN) -1) CONDITION EXISTS

**CHECKS IF AT THE END OF A COMMAND

**CHECKS IF END OF CURPENT LINE--WILL AUTO FEED IF CONTINUATION OF IF END OF LINE IS NOT END OF COMMAND

**EXTRACTS CURRENT CHARACTER AND CLASSIFIES IT

**DECISION TABLE PROBABLE NUMBER COMMENTS WOPDS

TERMINAL OUTPUT STRING TERMINAL INPUT

STRING SPECIAL CHARACTER BLANK

PARAMETER CHANCE PHPASE **STRING TAPHT

*COMMENTS (GOTO END OF COMMAND)

**OUTPUT STRING

TO THE TERMINAL

**REQUEST FOR INPUT FROM THE TERMINAL

*IF THIS POINT IS REACHED. THE CHARACTER BEING TESTED IS SOME OTHER CHARACTER--WE WILL CHECK IF IT IS A FILLER CHARACTER AND SKIP OVER ANY SUCH ONES

**SKIP OVER SPACES

**CONVERT LOWER CASE TO UPPER CASE **BEGIN BUILDING THE HORD

**GET THE NEXT CHARACTER

Listing 3 continued on page 347



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Listing 3 continued:

```
· AT=LEFTS (AN. 1)
    :IF MIDS (ADEC, ASC (AT) -31,1) = "3"
                                                         ** TEST WHETHER IT IS A LETTER
GOTO 600
610 IF AT>="0" AND AT<="9"
                                                         **OR A NUMBER (CATEGORY 4)
        THEN IF NT=3
                                                          AND ADDS IT TO THE WORD
                 THEN NT=4
                      :GOTO 600
                 :ELSE GOTO 600
615 AB=AB+" "
                                                         **WHEN THE WORD IS DONE. A
     :IART=0
                                                           SPACE IS ADDED AT THE END
                                                          **IF FILLER WORDS ARE TO BE
SKIPPED, THE WORD IS
COMPARED WITH THE LIST
     : IF FART=0
         THEN RETURN
620 IF AB=AART (IART)
        GOTO 500
625 TART=TART+1
    :IF IART<NART
         GOTO 620
630 PETURN
THIS SECTION OF THE PARSER EXTRACTS CATEGORY 1 OR 2 NUMBERS
*************************
640 AN=RIGHT$ (AN, LEN(AN)-1)
:IF AT="+" OR AT="-"
       THEN IF NOT(((LEFT$(AN,1)=".")AND(MID$(AN,2,1)>="0"
AND MID$(AN,2,1)<="9"))OR(LEFT$(AN,1)>="0"
AND LEFT$(AN,1)<="9"))
                                                                       IMMEDIATELY
                                                                       FOLLOWED BY A
                                                                       NUMBER
                      :GOTO 550
645 IF AT="."
                                                         **TESTS WHETHER . IS A LEADING
        THEN IF NOT (LEFT$ (AN, 1) >= "0" AND LEFT$ (AN, 1) <= "9")
                                                                       DECIMAL
                      :GOTO 550
650 FD=0
                                                         **INITIALIZE DECIMAL AND
    :FE=0
                                                           EXPONENT FLAGS AND BEGIN
    : IF AT="+"
                                                           BUILDING THE WORD
GOTO 654
651 IF AB="."
        THEN FD=1
             : AB="+.
             :GOTO 656
654 AB=AT
654 AB=AT

656 AT=LEFT$(AN,1)

660 IF AT>="0" AND AT<="9"

GOTO 705

665 IF AT="." AND FD=0 AND FE=0
                                                         **GET NEXT CHARACTER
                                                         **NUMBER?
                                                         **DECIMAL POINTS
        THEN FD=1
                                                         **SIGN AS PART OF EXPONENT?
GOTO 705
675 IF NOT (AT="E" OR AT="D")
                                                         **EYPONEM® LEGGER?
        GOTO 695
678 IF FE=1
                                                         ***HESE ARE FURTHER TESTS ON
                                                           WHETHER D AND E ARE PART OF
AN EXPONENT OR PART OF A
        GOTO 595
679 IF LEN(AN) < 2
        GOTO 695
                                                           NEW WORD
680 IF MID$ (AN,2,1)>="0" AND MID$ (AN,2,1) <= "0"
        THEN FE=1
             :GOTO 705
685 IF NOT (MIDS (AN, 2, 1) = "+" OR MIDS (AN, 2, 1) = "-")
689 IF LEN(AN) < 3
        GOTO 695
690 IF MID$ (AN,3,1)>="0" AND MID$ (AN,3,1) <= "9"
        THEN FE=1
             :GOTO 705
                                                         **ENTITY IS COMPLETE (DETERMINE
695 NT=2
                                                           WHETHER THE COMPLETE ENTITY
    :DV=VAL (AB)
                                                           IS AN INTEGER OF A REAL
     :IF ABS(DV)>32767
         THEN IV=SGN(DV)*32767
ELSE IV=DV
696 IF FD=0 AND DV=IV
        THEN NT=1
700 RETURN
                                                         **THIS ADDS ACCEPTABLE CHAR-
705 AB=AB+AT
                                                           ACTER TO THE STRING AND GETS
     :AN=RIGHT$ (AN, LEN(AN)-1)
                                                           NEXT CHARACTER FOR TESTING
     : IF LEN(AN) = 0
         GOTO 695
710 AT=LEFT$ (AN, 1)
     :GOTO 660
SUBROUTINE GET WORD
      USER-ACCESSIBLE SUBROUTINE (LINE 750) FOR MATCHING ENTITIES
```

(EXCEPT CATEGORY 6 -- STRINGS)

FOR NUMBERS, NORMALLY USE SUBROUTINE 850 OR 950

AM--THE STRING TO BE MATCHED AGAINST THE CURRENT ENTITY

(FOR CATEGORY 3 OR 4 MATCHES, IT MAY INCLUDE ONE TRAILING BLANK)

NLET--THE NUMBER OF LETTERS BEGINNING AT THE LETT TO BE MATCHED

(CATEGORY 7 IS ALWAYS "NLET=1")

Listing 3 continued on page 348

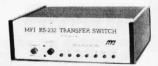
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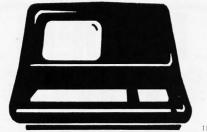
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Listing 3 continued:

```
OUTPUT
  FLAG--INDICATES THE SUCCESS OF THE MATCH
       1--SUCCESSFUL MATCH
       0--UNSUCCESSFUL MATCH
```

750 IF FENT=1 THEN GOSUB 500 753 IF FTR=1 THEN PRINT "MATCHING ENTITY "; AB; " WITH "; AM 755 FLAG=0 :IF NT<>6 THEN IF LEFTS (AB, NLET) = LEFTS (AM, NLET)

THEN FLAG= 1 · PENT=1 760 RETURN

SUBROUTINE STRING?

USER-ACCESSIBLE SUBROUTINE (LINE 800) TO TEST FOR STRINGS (CATEGORY 6)

INPUT -- NONE

OUTPUT

FLAG--INDICATES THE SUCCESS OF THE MATCH

1--SUCCESSFUL MATCH 0--UNSUCCESSFUL MATCH

AB--CONTAINS STRING

800 IF FENT=1 THEN GOSUB 500

803 IF FTR=1

THEN PRINT "CHECKING IF "; AB; " IS A STRING"

805 FLAG=0 :IF NT=6

THEN FLAG=1

:FENT=1

810 RETURN

SUBROUTINE INTEGER?

USER-ACCESSIBLE SUBROUTINE(LINE 850) TO TEST FOR INTEGERS

INPUT

FT--CODE FOR ACCEPTABLE VALUES

1--ACCEPT ANY REAL NUMBER OR INTEGER; CONVERT TO INTEGER 2--ACCEPT ANY REAL NUMBER OR INTEGER; CONVERT TO INTEGER; IF OUTSIDE

BOUNDS, SET TO NEAREST BOUND

3--ACCEPT ANY REAL NUMBER OF INTEGER WITHIN THE BOUNDS (REJECT OTHERS);
CONVERT TO INTEGER

-1--ACCEPT ONLY INTEGERS (ANY VALUE)

-2--ACCEPT ONLY INTEGERS; IF OUTSIDE BOUNDS, SET TO NEAPEST BOUND -3--ACCEPT ONLY INTEGERS WITHIN THE BOUNDS

BB1--LOWER BOUND

BB2--UPPER BOUND

(NOTE--BOTL BOUNDS MUST BE ENTERED IF CATEGORIES 2,3,-2, OR -3 ARE CHOSEN)

OUTPUT

FLAG--INDICATES THE SUCCESS OF THE TEST

1--SUCCESSFUL TEST

0--UNSUCCESSFUL TEST

IV--CONTAINS THE INTEGER VALUE IF TEST IS SUCCESSFUL

ABSOLUTE VALUES GREATER THAN 32767 WILL BE REDUCES TO 32767 OR -32767 IF THIS ROUTINE IS USED TO CHECK FOR THE VALUES--USE SUBROUTINE 950 IF VERY LARGE NUMBERS MAY BE INVOLVED

850 GOSUB 900

852 IF FTR=1

THEN PRINT "CHECKING IF "; AB; " IS AN INTEGER"

853 TF FLAG=0

THEN RETURN

855 IF FT>0

THEN FENT=1

: RETURN 860 IF NT=1

THEN FENT=1

: RETURN

865 FLAG=0

COMMON SUBROUTINE FOR BOTH INTEGER AND REAL NUMBER TESTING

900 FLAG=0

: IF FENT=1

THEN GOSUB 500 905 IF NT=7 AND AT=AINB.

THEN FENT=1

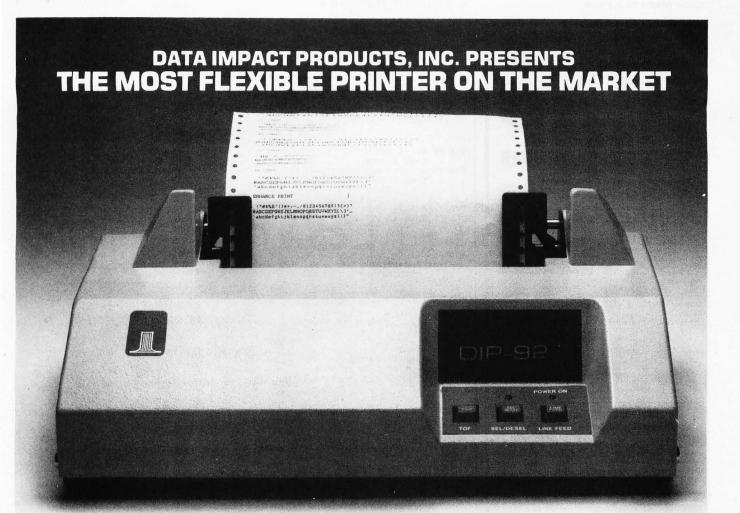
:GOSUB 500

:IF NT<>3

THEN NERR=1055

**INPUT OF GRAPHICAL VALUES (REQUIRES GRAPHICS SUBROUTINE AT LINE 2500)

Listing 3 continued on page 350



THE NEW D-92 DUAL MODE MODULAR PRINTER

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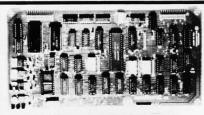
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```
Listing 3 continued:
```

:GOSUB 1200 :FERR=1 : RETURN

:ELSE IE=INSTR(1,AN,AINE)

:IF IE=0

THEN NERR=1056 :GOSUB 1200 :FEPR=1 : RETURN

:ELSE AN=RIGHT\$ (AN, LEN (AN) -IE)

:GOSUB 2500

**NUMBER?

**ARE BOUNDS ACCEPTABLE?

**SET TO MEAREST BOUND?

**WITHIN BOUNDS FOR FT=ABS(3)?

910 IF NT<>1 AND NT<>2 THEN RETURN

915 IF BB2<BB1 AND ABS(FT)<>1 THEN NERR=1052

:GOSUB 1200

: RETURN 920 IF ABS(FT)=3

THEN IF DV <= BB2 AND DV >= BB1

THEN FLAG=1 : RETURN

:ELSE RETURN

930 FLAG=1

: IF ABS (FT) = 1 THEN RETURN

935 IF FT=2

THEN IF DV <= BB1

THEN DV=BB1

:IV=BB1 :ELSE IF DV>=BB2

THEN IV=BB2 :DV=BB2

940 IF FT=-2

THEN IF DV<BB1 THEN IF NT=1

THEN IV=BB1

ELSE DV=BB1 ELSE IF DV>BB2

THEN IF NT=1

THEN IV-BB2 ELSE DV=BB2

945 RETURN

SUBROUTINE REAL NUMBER?

USER-ACCESSIBLE SUBROUTINE (LINE 950) TO TEST FOR REAL NUMBERS

FT--CODE FOR ACCEPTABLE VALUES

1--ACCEPT ANY REAL NUMBER OR INTEGER; CONVERT TO REAL NUMBER 2--ACCEPT ANY REAL NUMBER OR INTEGER; CONVERT TO REAL NUMBER; IF OUTSIDE BOUNDS, SET TO NEAREST BOUND

3--ACCEPT ANY REAL NUMBER OR INTEGER WITHIN THE BOUNDS (REJECT OTHERS); CONVERT TO READ NUMBER

-1--ACCEPT ONLY REAL NUMBERS (ANY VALUE)
-2--ACCEPT ONLY REAL NUMBERS; IF OUTSIDE BOUNDS, SET TO NEAREST BOUND

-3--ACCEPT ONLY REAL NUMBERS WITHIN THE BOUNDS

BB1--LOWER BOUND BB2--UPPER BOUND

(NOTE--BOTH BOUNDS MUST BE ENTERED IF CATEGORIES 2,3,-2, OR -3 ARE CHOSEN)

FLAG--INDICATES THE SUCCESS OF THE TEST

1--SUCCESSFUL TEST

0--UNSUCCESSFUL TEST

DV--CONTAINS THE REAL NUMBER VALUE IF TEST IS SUCCESSFUL

950 GOSUB 900

952 IF FTR=1

THEN PRINT "CHECKING IF "; AB; " IS A REAL NUMBER" 953 IF FLAG=0

THEN RETURN

955 IF FT>0

THEN FENT=1

: RETURN

960 IF NT=2

THEN FENT=1 : RETURN

965 FLAG=0

:RETURN

USER-ACCESSIBLE SUBROUTINE (LINE 1050) TO SET UP "AN" SO THAT THE LEFT ENTITY IN A NEW COMMAND IS THE LEFT ENTITY IN "AN"

INPUT--NONE

OUTPUT--NONE OF CONCERN TO THE USER

1050 FERR=0

:IEOC=0

: IE=INSTR(1,AN,AEOC)

THEN AN=RIGHT\$ (AN, LEN(AN)-TE)

Listing 3 continued on page 353





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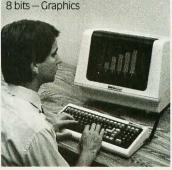


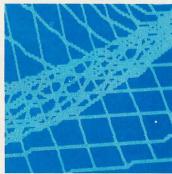


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```
Listing 3 continued:
                :FENT=1
                : RETURN
          :ELSE IF NOT (EOF (1))
                    THEN GOSUB 1055
                         :GOTO 1050
1051 IF FEOC<1
         THEN GOSUB 1055
              :FENT=1
              · RETTIEN
1052 GOSUB' 1055
   :GOTO 1050
SUBROUTINE FOR READING A CONTINUATION LINE FROM THE CONTINUATION FILE OR A NEW
     LINE FROM THE TERMINAL OR INPUT FILE
1055 IF NOT (EOF(1))
                                                        **CONTINUATION LINE?
        THEN LINE INPUT#1,AN
:JCON=JCON+1
              : RETURN
1060 CLOSE#1
:OPEN "O",#1,"READTEMP"
                                                        **NO! GET NEW LINE
1065 IF FFIL=1
        THEN LINE INPUT#2, AN
         :JFIL=JFIL+1
:ELSE LINE INPUT "?":AN
1067 IF INSTR(AN, CHR$ (34)) <> 0
        THEN NERR=1053
:AB=""
              :GOSUB 1200
              :GOTO 1060
1068 IF FTR=1
        THEN PRINT "READING A LINE"
              :PRINT AN
1070 AT=ACON
                                                        **TEST FOR CONTINUATION LINE
     :GOSUB 1080
     : IF FLAG=1
          THEN PRINT#1, AN
               :GOTO 1055
          :ELSE IF FFIL=1
                                                         ** TEST FOR END OF FILE INPUT
                    THEN IF EOF(2)
                             THEN FFIL=0
                                   :CLOSE #2
1075 PRINT#1,AN
                                                         **PUT LINE IN CONTINUATION
                                                          FILE AND THEN SET FOR INPUT
FPOM CONTINUATION FILE
      :CLOSE#1
      :OPEN "I", #1, "READTEMP"
      :FLAG=0
      +.TCON=0
      :GOTO 1055
1080 IF RIGHT$ (AN, 1) =" "
                                                         **TESTING ROUTINE FOR
        THEN AN=LEFT$ (AN, LEN (AN) -1.)
                                                           CONTINUATION AND END OF FILE
              :IF LEN(AN)>0
THEN GOTO 1080
                                                           CHARACTERS
1085 IF RIGHT$ (AN, 1) = AT
        THEN AN=LEFT$ (AN, LEN(AN)-1)
:FLAG=1
              : RETURN
         :ELSE FLAG=0
:RETURN
SUBROUTINE SKIP
     USER-ACCESSIBLE SUBROUTINE (LINE 1150) TO SKIP OVER CURRENT ENTITY TO THE
     NEXT ONE UNLESS IT IS THE END OF A COMMAND
  INPUT--NONE
     FLAG--INDICATES SUCCESS OF THE SKIP
1--SUCCESSFUL SKIP--THERE IS MORE TO THE COMMAND
          0--UNSUCCESSFUL SKIP--THIS IS THE END OF THE COMMAND
1150 FLAG=0
     :IF IEOC=1
          THEN RETURN
          ELSE IF LEFT$ (AB, 1) = AEOC AND NT=7
                   THEN IEOC=1
                        : RETURN
1155 IF AN="" AND FEOC=0
THEN IEOC=1
              : RETURN
1160 FLAG=1
     :FENT=1
      : RETURN
SUBPOUTINE ERROR
     USER-ACCESSIBLE SUBPOUTINE (LINE 1200) TO PRINT ERROR MESSAGE
  INPUT
```

MERR--THE NUMBER OF THE ERROR

Listing 3 continued on page 354

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Circle 410 on inquiry card.



Listing 3 continued:

OUTPUT

Circle 214 on inquiry card.



Circle 44 on inquiry card.



:ELSE GOTO 1290 1300 OPEN "I", #5, ADISK+APRG+LEFT\$ (AVOC, 4) 1310 IF EOF(5) THEN CLOSE#5 · PETHEN :ELSE LINE INPUT#5, AHLP :IF IH=0 THEN PRINT AHLP :GOTO 1310 :ELSE LPRINT AHLP :GOTO 1310 SUBROUTINE SAVE VARIABLES USER-ACCESSIBLE SUBROUTINE(LINE 1400)FOP SAVING NLP-80 VARIABLES BEFORE CHAINING NEW PAGE(IF "ALL" IS NOT AN OPTION IN "CHAIN") INPUT--NONE OUTPUT--NONE 1400 OPEN "O", #7, "SAVENLP" :WRITE#7, AB, ACON, ADEC, ADISK, AEOC, AEOL, AFIL, AINB, AINE, AOUT, AP, APLT, APRG, AR, ARET, ASTR, AT, ATER Listing 3 continued on page 356

TO THE TERMINAL -- GIVES EPROR#, MESSAGE, AND THE CURPENT ENTITY

TIME

The Non-Programming Approach to Data Base Management

Data Base Management

Data management packages were created to save time and money in the development of software solutions to information problems. Many have been designed to accomplish just that, although most have only the programmer in mind. Sure they would save time in the long run, but what of the initial investment in time and effort required to learn the new language? What about the non-programmers in the world who would like an easy yet powerful applications generator? The solution is one of the most highly acclaimed software packages of our time, T.I.M. III.

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We at Innovative Software, Inc. designed T.I.M. from day one with the end user in mind. Maybe he is a programmer who doesn't have time to learn a new language. Or perhaps a neophyte who fears coding pads and lines numbered by tens. We felt that a data

management package should be able to be used by anyone from a systems analyst to a secretary. That's why TI.M. takes a full *menu-driven* approach, uses multiple *HELP* screens, and has a manual that sets a new standard in documentation.

Features of T.I.M.

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The Manual

Many people believe that the manual is just as important as the software itself, a view that we at Innovative Software, Inc. tend to share. The manual for T.I.M. is divided into two sections. the Reference section and the Primer. The Reference section describes all of T.I.M.'s commands and subcommands. This is done in English, not in technical terms or in our own language. Even if you have never seen a computer before in your life, you'll be able to read and understand our manual immediately. The second section is a primer which goes through several examples for you, again in plain English. These true-to-life examples take the beginner by the

instruct him what to do and when. You will be able to see for yourself that T.I.M.'s only limitation is the imagination of the user.

Where to Find T.I.M.

T.I.M. is available from many fine computer dealers across the country. Or you may purchase from us direct by calling 913/383-1089. Either way you will have the finest data management program available.

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```
Listing 3 continued:
      :WRITE#7,AN
      :WRITE#7,DV,FART,FAXES,FCOM,FENT,FEOC,FERP,FFIL,FTR,IEOC,IPET,IV,JCON,
JFIL, NART, NCOM, NERR, NT
1410 FOR IART=0 TO NART
:WRITE#7, AART (IART)
:NEXT IART
1420 FOR ICOM=0 TO NCOM
          :WRITE#7,ACOM(ICOM)
      :NEXT ICOM
1430 CLOSE
      : RETURN
SUBROUTINE RESTORE VARIABLES
      USER-ACCESSIBLE SUBROUTINE (LINE 1450) TO RESTORE THE VARIABLES AFTER
      CHAINING THAT WERE SAVED BY SUBROUTINE 1400
  INPUT--NONE
  OUTPUT--NONE
1450 OPEN "I", #7, "SAVENLP"
```

:INPUT#7, AB, ACON, ADEC, ADISK, AEOC, AFOL, AFIL, AINB, AINE, AOUT, AP, APLT, APRG, AR, ARET, ASTR, AT, ATER :INPUT#7,AN :INPUT#7,DV,FART,FAXES,FCOM,FENT,FECC,FERR,FFIL,FTR,IECC,IRET,IV,JCON,JFIL,NART,NCOM,NERR,NT 1460 FOR IART=0 TO NART :INPUT#7, AART (IART) 1470 FOR ICOM=0 TO NCOM : INPUT#7, ACOM (ICOM) :NEXT ICOM

1475 CLOSE #7 ALTERNATE ENTRY POINT (LINE 1480) TO SUBROUTINE RESTORE VARIABLES USED IF "ALL" WAS AN OPTION IN "CHAIN"

RESTORES SEQUENTIAL INPUT AND CONTINUATION FILES AND OPENS THE RANDOM ERROR FILE

INPUT--NONE

OUTPUT--NONE

1500 REM

1480 OPEN "I",#1,"READTEMP" :IF JCON>0 THEN FOR IDUM=1 TO JCON :LINE INPUT#1,ADUM 1481 IF FFIL=1 THEN OPEN "I", #2, AFIL

:IF JFIL>0 THEN FOR IDUM=1 TO JFIL :LINE INPUT#2, ADIM

:NEXT IDUM 1482 OPEN "R",#3,ADISK+APRG+"ERR",80 :FIELD #3,80 AS AEPR : RETURN 1499 REM *********************

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2500 PRINT "YOU HAVE NOT DESIGNATED A PLOTTER TYPE" :FERR=1 :GOTO 500 2999 REM END GRAPH

3000 REM BEGIN APPLICATION PROGRAM

9999 REM END APPLICATION PROGRAM

Listing 4: The variables and their descriptions as used in the POL-80 program.

VARIABLE	DESCRIPTION	EXAMPLE
AART (20)	Arraylist of filler words to be skipped	AART (0) = "A "
AB	Current entity string	
ACOM(10)	Arraylist of characters(not letters or numbers) to be skipped in input	ACOM(0)=","

Listing 4 continued:

ACON	Character for "continuation of input"	Default is "&"
ADEC	Contains the classifications of characters for the decision table	See program Jine 30
ADISK	Disk unit prefix for current program file	Default is "A:"
AEOC	Character for "end for command"	Default is ":"
AEOL	Character for "end of line"(remainder of line is comments)	Default is "#"
AERR	Error message to be printed on terminal	
AFIL	Filename used for input of commands instead of terminal	
AINB	Character for "graphical input" beginning	Default is "["
AINE	Character for "graphical input" ending	Default is "l"
АМ	Entity for comparison with AB(supplied by user program)	
AN	Remaining portion of input string not yet tested	
TUOA	Character for "output to terminal" from the command line	Default is "\$"
AP	Character for "program exchange"	Default is "@"
APLT	String identifying the plotter being used	"DIA" or "A:DIA" for DIABLO
APRG	Current program name(first 4 letters)	"NUMR"
AR	Character for "input control"	Default is "!"
ARET	Return filename for use in some CHAIN	
	statements	
ASTR	Character for "string delimiter in input"	Default is ""
ΑΨ	Current character or string being tested	
ATER	Character for "input from terminal"	Default is "%"
AVOC	String for command words under VOCAbulary	
BB1	Lower boundary in number matching routine (supplied by user program)	
BB2	Upper boundary in number matching routine (supplied by user program)	
DV	Real value of number in input	
FART	Flagwhether to keep or skip over filler words(articles)	0keep 1skip
FAXES	Flagwhether axes are drawn	0no 1yes
FCOM	Flagwhether to keep or skip over some special characters(like commas)	0no 1ves
FD	Flagdecimal found in extracting number	0no 1yes
FE	Flagexponent(D or E) found in extracting number	1ves
FENT	Flagwhether to get the next entity(i.e., call the parser)	0no 1yes
FEOC	Flagdetermines what is the end of a command	0":" and CR 1":" only
FERR	Flagshows error has been made(omit the rest of the current command)	0no 1yes
FFIL	Flagsource of input	0terminal lfile(AFIL)
FLAG	Flagindicates result from matching routines	0failed 1success
FŢ	Flagindicates types and range of values acceptable to number matching routines	sec remarks at lines 850 & 950
FTR	Flagtrace progress through the input	0off 1on
IART	Counter used in deleting filler words listed	
	Listing 4	continued on page 360

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ICOM	Counter used in deleting characters listed in ${\tt ACOM}$	
IDUM	Counter used in resetting the continuation file and ${\tt AFIL}$	
IE	Location of a character within a string	
IEOC	Flagend of command(get new command)	
ІН	Flagused to direct HELP output	0terminal 1line printer
IHELP	Counter used in HELP routine	
IK	Counter used in VOCAbulary routine	
IRET	Line number to return to when using a CHAIN statement	
IV	Integer value(rounded)of number in input	
JCON	Number of lines read from the line continuation file(used to reset file after CHAINS)	
JFIL	Number of lines read from file AFIL(used to reset file after CHAINS)	
NART	Subscript of the last filler word(articles) in	

Listing 4 continued:

NCOM

NERR

#6-2

NLET Number of letters to be matched in subroutine NT Class of current entity 1--integer
2--real number
3--word having letters only 4--word having letters and numbers, begins with letter 5--word having letters and numbers, begins with number (not currently implemented)

Subscript of the last character (like commas)

Number of the error message to be printed

the current list(array AART)

-string

in the current list(array ACOM)

Listing 5: Filenames and conventions used in the POL-80 program.

7--special character(!@#\$%^&* -+=[]{}^;:/?.>,<)

Filenames:		
POL-80.BAS	The program file for POL-80, stored in	ASCII format
READTEMP	The continuation file used by POL-80	
POLERR	The random file containing error message	es for POL-80
ERR	The random file containing error message program(for example: NUMRERR for NUMRA	
NUMRANAL.BAS	The mainline program stored in ASCII fo	rmat
NUMRBAS	A module called by NUMRANAL, stored in	ASCII format
NUMR	A HELP file for the command given by	(4 letters)
VOCANUMR	File used by VOCAbulary, giving the lis words for NUMRANAL	t of main command
SAVEPOL	File used to store POL variables during	some CHAINS
GRIN.BAS	The plotter input routines (Lines 2500-2 plotter given by(3 letters), stored	
	re programs in compressed or protected for ATNs used in NLP-80)	ormat or they will
File Number Assign	ments:	
#1 READTEMP	(the continuation file)	sequentia1
# 2	(the input file if using file input)	sequential
#3ERR	(the error message file)	random
# 4 VOCA	(command word list)	sequential
# 5	(HELP files)	sequential

(3 required when using graphics)

(user files)



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Text continued from page 332:

minal or a prepared command file. (Such a file, designated file #2, is opened by the !FIL 'filename' inserted in a previous input command.) The input can consist of more than one physical line—each line containing up to 250 characters-if a continuation character (&) is included at the end of each line. More than one command can exist on a single physical line if the commands are separated by an end-of-command character (:). A call to subroutine 1050 sets the pointer to the beginning of the next command on the line currently in the buffer (AN). If there is no line in the buffer, subroutine 1055 is called to get a line from the continuation buffer (file #1). If the continuation buffer is empty. however, one or more new lines are read from the input source (the terminal or file #2) and placed in the continuation buffer.

When the command line is in the buffer (AN), the user's application

program can attempt to extract information from it by using subroutines 750, 800, 850, and 950. These subroutines allow the program to ask the following questions:

- •Is the current entity a specific word or character (e.g., "DRAW" or ":")?
- Is the current entity a string?
- Is the current entity an integer within a certain range of values?
- Is the entity a real number within a certain range of values?

An answer of "yes" to the current question sets FLAG=1 and lets the program go to the next entity in the line.

The actual extracting and categorizing of the current entity is done by subroutine 500 (the parser). It prepares the current entity for matching or examination, while also handling other embedded items within the line.

No process works as smoothly as desired every time. Possible errors in

input can always occur. Therefore, subroutine 1200 is provided to output an error message identifying the source and type of error. The error messages for POL-80 are given in listing 6. An example of an error is found in line 70.

Since there will sometimes be filler words that were not planned for, a "skip" subroutine (line 1150) is provided to get the next entity for further processing. This skip routine should be used sparingly as it may lead to extracting the wrong number, etc., causing invalid or confusing results.

Finally, there is an assistance routine (HELP and VOCAbulary—line 1250). If it is invoked and finds a match on the current entity, VOCAbulary gives the list of highest-level command words for each main program, and HELP prints the explanation that was stored on the disk for the desired word. The code for this subroutine gives a preview of the theme of the next part of this series.

In addition to the minimum levels of input handling indicated above, some additional capabilities are included. One—reading stored commands from a file—has already been mentioned. This is especially useful where long sets of commands are frequently used—as in drawing standard, but complicated, axes for a graph.

Another capability allows input to the command from the terminal as the line is being parsed. This is especially useful for making minor changes in values in input being read from a prepared command file. Such changes are indicated by inserting a percent sign wherever a word, character, phrase, string, or value is to be inserted later.

A third addition allows a message from the command to be output to the terminal by enclosing the message between dollar signs.

These three capabilities—reading from a file of commands, parsing time input from a terminal, and messages to the terminal—can be used to make a POL program appear to have question-and-answer input. Listing 7 shows a set of commands that can be stored in a file that will produce a question-and-answer session. This



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Listing 6: Error messages that can be used with a POL program. These messages can be incorporated into POL-80.

```
1010, "First commands must be control level until an application program is called"
1021, "No filename (in apostrophes) after PRG" 1022, "No character after REA" 1023, "No character after EOC"
1025, "No character after
1026, "No character after
1027, "No character after
1028, "No character after
                                                                                EOL"
                                                                                 INB"
                                                                                INE"
                                                                                CON"
1028, "No character after CON"
1029, "No character after OUT"
1030, "No character after STR"
1031, "No filename(in apostrophes) after FIL"
1032, "No character after TER"
1033, "No character after PRG"
1034, "Incorrect or no keyword after program exchange level character"
1035, "Incorrect or no keyword after control character level character"
1036 "Miscaina integer after PRG"
1036, "Missing integer after FEC"
1037, "Missing plotter declaration (in apostrophes) after PLT"
1050, "Unbalanced string delimiters"
1051, "Unbalanced delimiters of output to screen"
1052, "Lower boundary for numbers larger than upper boundary"
1053, "Used a quote character (ascii 34) in input"
1054, "Missing option or incorrrect command word after HELP"
1055, "Missing X, Y, or Z on graphical input"
1056, "Failed to have closing graphical character"
9999, "*******Last line must always be T, ine 9999 in error list*********
```

Listing 7: Sample input for a POL program in the question-and-answer format.

```
DRAW XY &
           X FROM SEnter lower bound of X axis$ % & TO SEnter upper bound of X axis$ % & Y FROM SEnter lower bound of Y axis$ % &
                      $Enter upper bound of Y axis$ % &
               TO
            TITLE
                      $Enter the lines of the title, each enclosed in apostrphes$ % &
            EXECUTE
```

Listing 8: Sample input to produce a contour plot. This input produced figure 3.

```
DRAW XY PAGESIZE 11 11 &
            MAXIMUM LABEL LINES 6 &
            FRAME &
            X FROM -2 TO 3 8
              FROM -2 TO 3 &
           X TICS SIZE .3 & MINOR 4 &
                     VALUES SIZE .3 &
           Y TICS SIZE .2 & MINOR 4 &
                     VALUES SIZE .3 &
            TITLE SIZE .5 &
                    POSITION .4 &
LENGTH 1.5 &
                      Contour Plot' &
                     of'
                     'an Equation' &
            SUBTITLE JUSTIFY LEFT &
                     POSITION .6 &
           POSITION .b &
    'by Mark Finger' &
    'may, 1981' &
    X AXIS LABEL 'X axis' &
    Y AXIS LABEL 'Y axis' &
    (units unknown)' &
           LEGEND SIZE .25 & HEADING 'Values'
                    POSITION 1.0 0.0 & DOTTED 1 & DASH 5 &
                    DASH 5 & LONG DASH 10 & DOT DASH 20 & LINE 50 &
            EXECUTE
CONTOURS BOUNDARIES -2,-2 3,3 & INTERVALS BOTH 30 &
              ISOPOTENTIALS 1 DOTTED
                                  5 DASHED &
                                 10 LONG DASH &
                                 20 DOT DASH &
                                 50 LINE &
             EQUATION ^{\prime}Z=100*(ABS(Y-X*X))^2+(ABS(1.0-X))^2^ &
```

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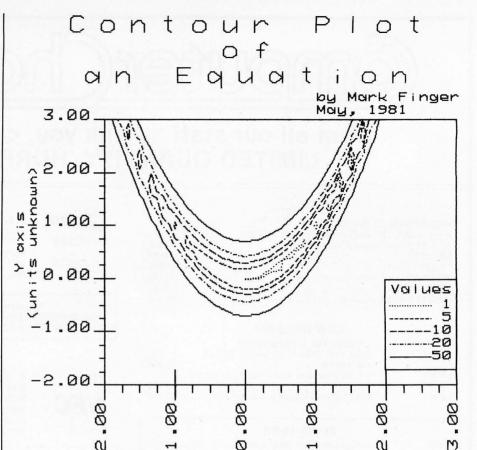
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Figure 3: The resulting output from the input of listing 8.

can be an advantage because it allows inexperienced users to be led through a program, while users familiar with POL can use the full range of capabilities.

Another useful function allows remarks, especially in prepared command files. Anything within the current command appearing after a number sign is considered a remark.

Finally, direct graphic coordinate input from a plotter is allowed. Most intelligent plotters have some method of moving the pen to a point on the current graph and passing either virtual or screen coordinates to the program. This feature is explained more fully in the graphics package since the program to implement this capability is not included in this series.

A second major portion of POL-80 concerns program control and paging—lines 1 to 200 and 1400 to 1500. The latter portion will frequently be called from within user programs, as will be demonstrated in parts 2 and 3.

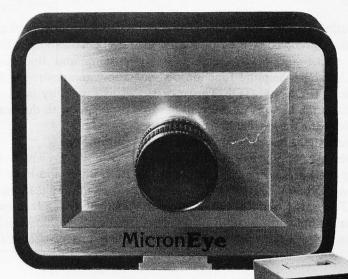
Lines 1 to 200 initialize the program

and declare major program or plotter packages to be used. The format for this is more rigid (to conserve program size) than in normal input, and each reference to this section must be the only command on a line. (See listing 3 for further explanations.)

Listing 8 shows most of the capabilities of this input for a sample session that produces a contour plot. The format shown here was chosen for its readability and in a normal session would be input as five or six lines. Figure 3 shows the output for this input. It should be noted that this is but a small portion of an interactive session. An optimizer could be used on this graph to locate the minimum value for Z. A second equation could be plotted for comparison, or a numerical integration could be performed, with that equation plotted on a new graph.

An additional capability, *interactive* entry of equations, is a powerful tool in POL/PS. In listing 8, an equation was entered and stored as a sub-

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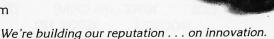
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routine within the module. (The procedure involved will be presented in part 2.)

Another helpful function is a trace-!TON and !TOF. The trace indicates the use of POL-80 routines in processing the current line of input by detailing the tests used on each entity. This is especially useful when checking the various input branches in a new module.

The last item is the ability to change the various control characters (see lines 200 to 490). A character may sometimes be required to assume another meaning within a module or a command line (for example, to allow an apostrophe in a graph title). This capability is allowed to prevent problems with duplicate definitions.

Summary

I have presented the reason for POL input and have shown some of its useful applications. I have also illustrated a framework for the POL/PS within which technical applications programs can be written.

The primary goals of this framework are to encourage the development of a technical program base for microcomputers and to relieve the programmer of some of the difficulties of writing large program packages to solve problems. ■

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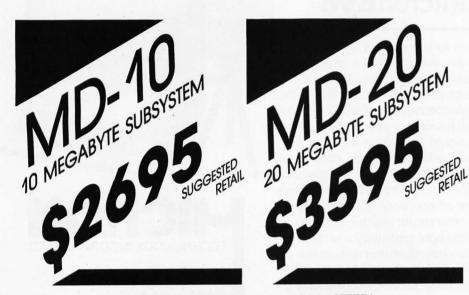
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The following items are available from the author:

- 1. The POL/PS User's Manual and the ROOTs User's Manual for \$20. These manuals generally supplement but do not duplicate the material presented here. Topics include: detailed rules of input, theory and examples of operation, and programming rules and hints.
- 2. The two manuals above and a disk containing all the appropriate files for \$30.
- 3. The items listed above and the graphics package (which includes the contour plotter module) for \$200.

These items will be offered on several disk formats (CP/M 8-inch, Osborne, and others as I can make arrangements). A user's group will be set up, and I will sell software written by others for the POL/PS on a royalty basis. For more information, or to order items, contact:

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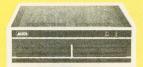
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Practical Dynamic-Memory System Design

A straightforward look at design with dynamic devices.

> Rob Belics 9746 Twincrest Dr. St. Louis, MO 63126

Many a computer experimenter has gotten sweaty palms at the thought of having to tackle the design of a dynamic-memory board. Dynamic memories are notoriously difficult to work with because of the special attention that must be paid to timing relationships. Although using static memory may make small increases in memory size easy, the power consumption of most inexpensive static devices is prohibitive for large systems. With the price of 16K by 1-bit dynamic-memory devices now around two dollars, their price-toperformance ratio is difficult to beat. In this article, I will describe the design of a dynamic-memory system; it's really no harder than any other interfacing job you may have taken on in the past, just more detailed.

The Trade-offs

In addition to their price-toperformance ratio, dynamic memories have an advantage over most static memories because of their simpler structure: one transistor and one capacitor form a basic dynamic bit cell. On the other hand, a static bit is a clocked flip-flop like those in a 7474-type TTL (transistor-transistor logic) device. Each flip-flop is composed of several logic gates that in turn are composed of several transistors and resistors. Because many transistors and resistors use up a great deal of power, generating a large amount of heat, and because they take up a lot of space, only so many flip-flops can fit on an integrated circuit. This is why static memory rarely approaches the density of dynamic memory.

Of course, you never get something for nothing. The most popular and inexpensive memory device today, the 4116-type 16K by 1-bit dynamic RAM (random-access read/write memory), requires specially developed clocking and timing signals, as well as three separate power-supply voltages that must first be applied in a certain order. Compared to static memories, dynamic memories have slower data-access times (although they are more than fast enough for the average microcomputer). And we've all heard of an insidious problem called refresh, haven't we? That dynamic cell's capacitor can't hold a charge forever-it will all leak out if you don't give it a boost every so often. With a little planning, though, these disadvantages are easily overcome and dynamic memories do provide more storage in less space for less money.

What's Inside?

A 4116-type memory contains two identical arrays of cells, each arranged in 128 rows of 64 columns. To access (read or write) one of the cells, an address must be supplied to the memory. It takes a 14-bit address to select 1 bit out of the 16,384 on the chip. The address is multiplexed onto 7 pins to cut down on the size of the DIP (dual-inline package) that houses the chip. This means that we first give the memory 7 row-address bits (A0 through A6), and then we give it the 7 column-address bits (A7 through A13). Thus, the 4116 fits in a 16-pin package instead of a 24-pin package (see figure 1).

To tell the memory which address is which, there is a strobe signal for each part of the address. RAS (rowaddress strobe) is applied when the row address is available to the memory, so that an on-chip decoder can pick one of the 64 rows; CAS (column-address strobe) is applied to tell another on-chip decoder to pick one of the 128 columns, as well as selecting which array will be used. A signal called WRITE tells the memory whether to read the bit stored at the address or to write a new value there. Making sure that the strobe signals get sent at the right time is the





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CAB8H+2S	Dual cabinet with two		EMS 5	2/Dbl	Soft	10/\$33.00
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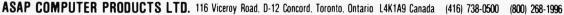
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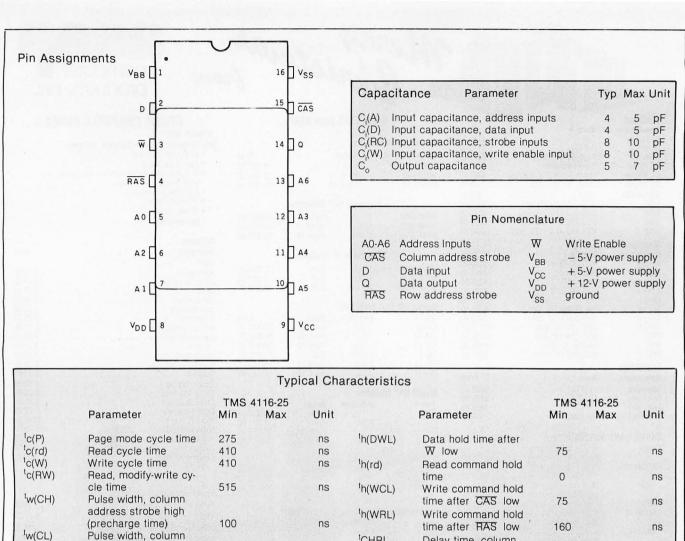
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			4116-25					116-25	
	Parameter	Min	Max	Unit		Parameter	Min	Max	Unit
tc(P)	Page mode cycle time	275		ns	th(DWL)	Data hold time after			
tc(rd)	Read cycle time	410		ns		W low	75		ns
tc(W)	Write cycle time	410		ns	th(rd)	Read command hold			
tc(RW)	Read, modify-write cy-					time	0		ns
	cle time	515		ns	th(WCL)	Write command hold			
tw(CH)	Pulse width, column					time after CAS low	75		ns
	address strobe high				th(WRL)	Write command hold			
	(precharge time)	100		ns		time after RAS low	160		ns
tw(CL)	Pulse width, column				^t CHRL	Delay time, column			
	address strobe low	165	10,000	ns	O. II.	address strobe high to			
tw(RH)	Pulse width, row ad-					row address strobe	-20		ns
	dress strobe high				tCLRH	Delay time, column			
	(precharge time)	150		ns	OLITI	address strobe low to			
w(RL)	Pulse width, row ad-					row address strobe			
	dress strobe low	250	10,000	ns		high	165		ns
tw(W)	Write pulse width	75		ns	^t CLWL	Delay time, column	100		
T	Transition times (rise				OLVVL	address strobe low to			
	and fall) for RAS and					W low (read, modify-			
	CAS	3	50	ns			125		-
tsu(AC)	Column address setup				^t REF	write cycle only)	125	2	n
()	time	- 10		ns	†RLCL	Refresh period		2	m
tsu(AR)	Row address setup				HLCL	Delay time, row ad-			
56(111)	time	0		ns		dress strobe low to			
tsu(D)	Data setup time	Ö		ns		column address strobe			
tsu(rd)	Read command setup					low (maximum value			
54(.4)	time	0		ns		specified only to			
tsu(WCH)	Write command setup					guarantee access	0.5	0.5	
54(11011)	time before CAS high	100		ns	torre	time)	35	85	n
tsu(WRH)	Write command setup	100		110	^t RLWL	Delay time, row ad-			
Su(Whii)	time before RAS high	100		ns		dress strobe low to			
th(ACL)	Column address hold	100		113		W low (read, modify-	AND THE		
TI(ACL)	time after CAS low	75		ne	form or	write cycle only)	200		n
ti-(a.D)				ns	^t WLCL	Delay time, W low to			
th(AR)	Row address hold time	35		ns		column address strobe			
th(ARL)	Column address hold	100		200	A DECEMBER 1	low (early write cycle)	-20		ns
ti voni s	time after RAS low	160		ns	ta(C)	Access time from col-			
th(CRL)	CAS hold time after					umn address strobe		165	ns
	RAS low	250		ns	ta(R)	Access time from row			
th(DCL)	Data hold time after				er and bearing	address strobe		250	n
	CAS low	75		ns	^t PXZ	Output disable time	0	60	n
th(DRL)	Data hold time after								
	RAS low	160		ns					

Figure 1: Data sheet for a typical 4116-type dynamic-memory device. The sheet shows pin assignments and gives its characteristics and timing information.

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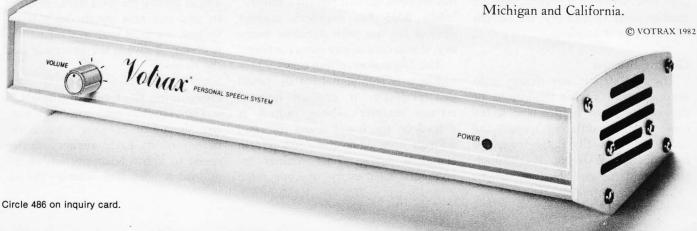
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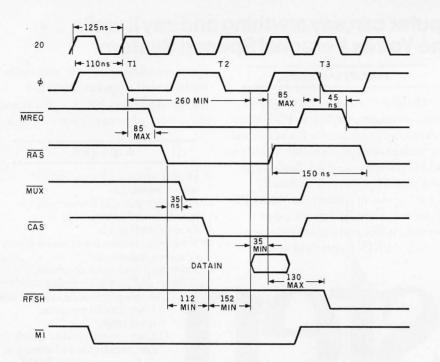


Figure 2: Timing relationships of important memory-control signals. This diagram shows the signals found in a 4-MHz Z80 system; each T-cycle is 250 ns long. Note the delays between RAS, MUX, and CAS, and also their relationship to the time period allowed for data.

name of the game.

When the storage capacitor of a dynamic bit cell is read, its voltage level is compared to a reference charge on a MOS (metal-oxide semiconductor) transistor. Because this charge is drained with each read, it must be replenished before the next operation. This means that RAS and CAS must be held high for a certain length of time to provide *precharge*.

Refresh is an entirely different headache. Each row of storage capacitors must be recharged to the proper level every 2 milliseconds (ms) because the charge leaks out. The dynamic memory is constructed so that a row of capacitors is refreshed every time it is addressed and \overline{RAS} goes low. Obviously, every time we read or write to memory, we refresh the row that is accessed.

Getting Started

The first step in any design is to become aware of the limitations of the components used. The 4116s come in many different speeds: the access times usually range from 150 nanoseconds (ns) to 250 ns (although faster and slower versions exist).

Also, although most devices are rated by their access time, this does not tell the whole story. Most dynamic memories require a recovery period after each access. This is usually not a problem, but if it must be taken into consideration in your system, the extra interval is reflected in a memory device's cycle time. It's quite common to pick the slowest or least expensive 4116s available, and then design the rest of the system to the memories' specifications.

Most 8-bit microprocessors can be made to work with 250-ns devices. You'll find that Zilog's Z80 microprocessor is the easiest 8-bit microprocessor to interface to dynamic memory; its signaling is timed just right, and it has its own built-in refresh circuitry. Intel's 8085 has excellent support devices for use with dynamic memory, if you care to pay extra for them.

The Z80 makes refresh easy by providing a refresh signal for us, timed just perfectly. It has an internal refresh counter whose output is placed on the lower seven (or row) address lines while the Z80's refresh signal is active. This counter increments after every op-code fetch

until it has refreshed all 128 rows, then it starts over. This guarantees that all rows will be refreshed; what's more, the refresh occurs while the processor is busy with internal matters (op-code fetches) and is not using the buses. This is called "hidden refresh." (Be careful when using an extended wait state on a Z80, because this may not allow the processor to refresh memory properly.)

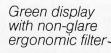
You need to decide first how fast your dynamic-memory system must respond. This is determined by the fastest read time that the memory must work with, combined with the delays introduced by other components in the data, address, and control paths. To calculate this read time, get out the data sheet on the microprocessor you're using and look for a signal that indicates the start of a memory access: this is an indication of when the address-bus signals are valid and stable. For Zilog's Z80, the signal to consider is MREO; Intel's 8085 uses ALE, while the Motorola 6800 uses VMA. This "start" signal will eventually become our RAS.

Make note of the shortest period of time during an op-code fetch from the start signal to the time that valid data must be available (see figure 2). For example, on a Z80 running at 2.5 MHz, each clock cycle (T-cycle) is 400 ns long. MREO goes low a maximum of 100 ns after clock cycle T1 falls, and data must be available to the Z80 at least 50 ns before the rise of T3. This means that the processor will allow at least 450 ns between providing an address and expecting valid data from the memory. This will not be the access time of the memory devices! Quite a number of delays will be experienced in getting RAS and addresses to the memory, and in getting the data back. In order to find out how much delay is involved, we must look at the circuitry necessary between the processor and the memory.

Developing the Control Signals

The 4116 requires a number of control signals to discover what is expected of it. Each memory device needs to know what portion of the address is being sent, whether the ad-

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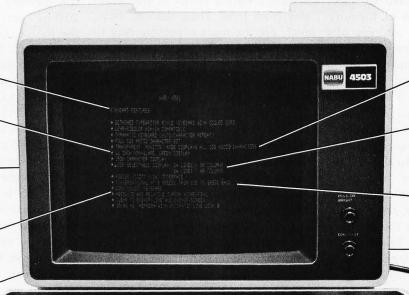
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dress is meant for some other device, and whether data is to be stored or retrieved.

Most microprocessors present all 16 bits to the address bus at one time. We must multiplex the 14 least significant of these as two groups of 7 for use by the memory devices. (In a 64K-byte design, the 2 most significant address bits are used to select one of the four banks of memory devices; the other 14 address bits select the particular address on the individual devices.) The most common method is to use several 2-to-1-line multiplexers (74LS157 TTL devices that are the digital equivalent of a four-pole, double-throw switch).

By connecting the 7 least significant bits (the row address) to the "B" inputs of the multiplexer, and the 7 most significant bits (the column address) to the "A" inputs, the row address will be passed to the memory when the multiplexer's Select line is high; the column address will be passed to the memory when the Select line is low. It's easy to see how the

multiplexer's Select signal will be related to the RAS and CAS signals; we'll develop a special signal called MUX to control the multiplexers. (Intel has developed a device, the 3242, that is used solely for controlling dynamic memory. It includes a multiplexer and a refresh counter, which we'll discuss later, on one device; a similar device is also available from Intel. These devices, however, are the more expensive way to

You already know that RAS is nothing more than the low-active start signal (MREQ, VMA, or ALE, depending on the processor used). MUX and CAS are delayed versions of the same signal. The timing of these signals is very important; and it varies according to the speed of the memory devices used.

According to the 4116's data sheet, to read data from the memory we must have the row address on the memory's address pins before RAS goes low (this is specified as the value t_{su}AR). After RAS is activated, the row address must be stable for at least 35 ns (t_hAR) . Following this interval, the multiplexer's Select line can be switched so that the column address is available to the memory; another interval of at least 10 ns (tsuAC) should be allowed before bringing CAS low. No more than 165 ns later (t_{CAC}), data becomes available from the memory. In order to meet the 250-ns access-time requirement, the RAS-to-CAS time should be no more than 85 ns (t_{RLCL}). (One interesting point is that you can wait up to 10 microseconds before bringing CAS low [t, CL].)

Once CAS is low, the output data will remain on the 4116's Dout (data output) pin until CAS goes high. On some dynamic memories, Dout is actually latched, remaining available until CAS is clocked again; but it is safer to assume that Dout signals are not valid unless CAS is low. The 4116-type memories have three-state outputs, so that the output pins of several can be connected together. We will use this feature to simplify the wiring of the memory system: corresponding output bits in each of the four banks will drive their databus line through a single output buffer. Only one of the four banks will be active at one time, however.

You can direct the WRITE output of any of the microprocessors mentioned to the dynamic memory without altering the signal's timing. CAS and WRITE are related: WRITE is active only when CAS is low, and need be held low for only 75 ns after CAS goes low. Of course, data must be present for valid information to be stored.

Design

Knowing what we now know, we can select the most appropriate method for generating the control signals. The approaches open to us are:

• Delay lines. This is the easiest, most reliable, most flexible, and most expensive option. Delay lines come in DIPs and consist of nothing more than a tapped coil with capacitors in series with an input and output. Each output tap represents a delay of the

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input of from 2 ns to 25 ns. Because it's mainly a low-pass filter, the rise and fall times of signals sent through a delay line are terrible; often, delay lines are available with taps that have Schmitt-trigger circuits to "square up" the output signal. Of course, delay lines with this feature cost twice as much as those without it. Both types of delay line are hard to get in single quantity.

•Gate delays. It's possible to calculate the delay through TTL gates and use them just as you would use a delay line. For example, where we need a 20-ns delay, we might try using part of a 7408 quad AND gate. It has a maximum high-to-low delay of 19 ns, which would work; but there's the rub: the typical delay value is 12 ns, and the minimum delay value will be about 6 ns. If you use this gate as your delay, you could get anywhere from 6 ns to 19 ns, instead of 20 ns. Although you might be able to handpick a couple of these gates for the desired delay (if you are building one board for yourself), in most cases this wide variation in delay cannot be tolerated.

•Clocked systems. This method gives the most accurate and repeatable results because it uses logic gates arranged to make use of the computer system's clock signals. Obviously, designing a clocked system requires some thought and additional hardware. Trying to come up with a general procedure for solving the problem by this method is not easy. Signals available on one microprocessor are often quite different from those on another. In general, however, the start signal is still developed into RAS; then, it may be fed to a flip-flop so that on the next edge of some clock MUX appears. MUX is then used as an input for another flipflop to give CAS. The length of time between clock edges must be considered carefully.

•Combination. A combination of clocked and gate-delay methods is also possible. An accurate RAS, CAS, or MUX signal could mean we can be "sloppy" with the timing of the other signals. If we talk first about building a delay-line system, most of

what we learn can be used in designing the other systems.

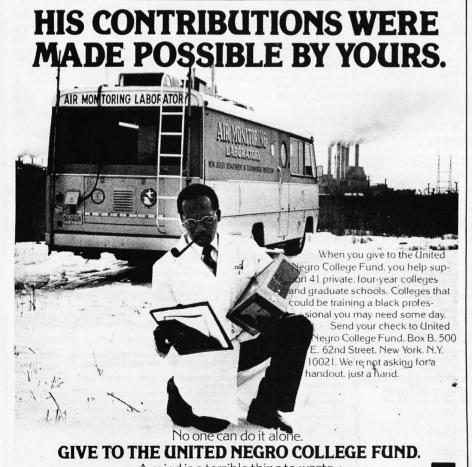
In a Real System

You may never have had to consider this before, but it's critical now: any signal passing through any integrated circuit is delayed some number of nanoseconds before it reaches the output. The amount of delay through a device is listed in most TTL data books as a chart of the device's *switching characteristics*. To find the delay of a signal that is changing from low to high, look at the number listed as t_pLH; for the delay of a high-to-low transition signal, look at t_pHL.

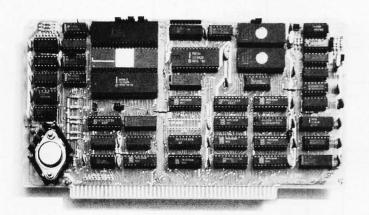
The delay times are given assuming that the device is driving a certain capacitive load, usually 15 picofarad (pF) or 50 pF. A standard TTL gate has about 5-pF input capacitance. Because the capacitance takes a small amount of time to charge or discharge (about 0.05 ns per picofarad), the more circuitry we have between the processor and the dynamic memory, the longer the delays are. One thing to remember is that inputs on complex integrated circuits (such as the Select signal on a 74LS157 guad 2-to-1-line multiplexer) often consist of more than one gate. In this case, you must add 1.5 pF for each additional on-chip connection. (The internal connection of these devices is shown on their data sheets.)

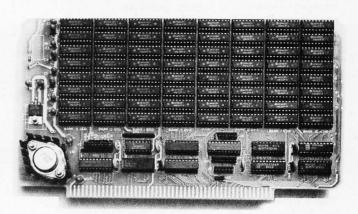
Externally, the devices must be connected to the rest of a computer in the fashion shown in the block diagram of figure 3. This shows where items such as address lines, drivers, and multiplexers must go, without getting too specific about the makeup of each one. The control signals are shown being generated by a block that we'll discuss later. Using this block diagram, we can make assumptions about the circuit we'll eventually build. This will allow us to figure out most of the delays involved and will also help us to come up with a final design.

Using TTL to control memory devices made with MOS technology causes an impedance mismatch. The outputs of most TTL devices are low impedance, and they are feeding the high impedance represented by the



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memories' MOS inputs. The inputs to 4116-type memories use very little current—on the order of 10 microamperes. To the high current put out by the TTL, it's like running into a brick wall; the current bounces off the MOS device and is reflected back to the TTL driver. It will continue to bounce back and forth at a high frequency until it is dissipated by the resistance in the wire.

This "ringing" could cause the memory devices to falsely perceive triggering on RAS or CAS, or make an address look low when it's high. Even worse, the reflected signal may actually make an input go negative, thus destroying the device! For this reason, we should install a series resistor in each of the lines leading to memory-device input pins; the resistors greatly reduce the amount of power reflected. A good starting point is 22 ohms. The actual value might best be chosen experimentally by looking at the signals on an oscilloscope. If your system is using only 16K bytes of 4116-type memory, you might get by without these resistors. With 32K bytes or more, however, the number of reflections increases.

Unfortunately, inserting the series resistor might cause other problems. MOS inputs represent pure capacitance. The added resistance slows down the charging rate of the capacitance, thus affecting the effective speed of the memory. To calculate the effect this has on the device's inherent delay, we need the time-constant formula

$$T = R \times C$$

from which we will derive the relationships

$$t_pLH = 0.92RC$$
 and $t_pHL = 1.6RC$

In the second and third equations, R will equal the value of the series resistor plus the impedance of the line driver. The impedance of S-series (Schottky) TTL devices is 114 ohms (when you need speed, Schottky is the way to go); for LS-series (low-power Schottky), impedance is about 225 ohms. C equals the total capaci-

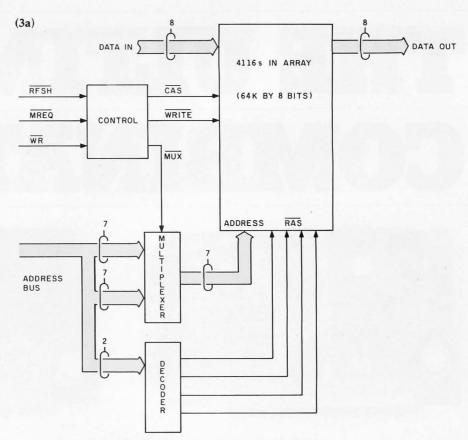


Figure 3: Memory-system diagrams. The block diagram of figure 3a shows generally how the address bus is multiplexed for use by the 4116s, and that the memory-control signals are developed from signals provided by the Z80 processor. In figure 3b, we see a specific diagram of the circuit to accomplish this.

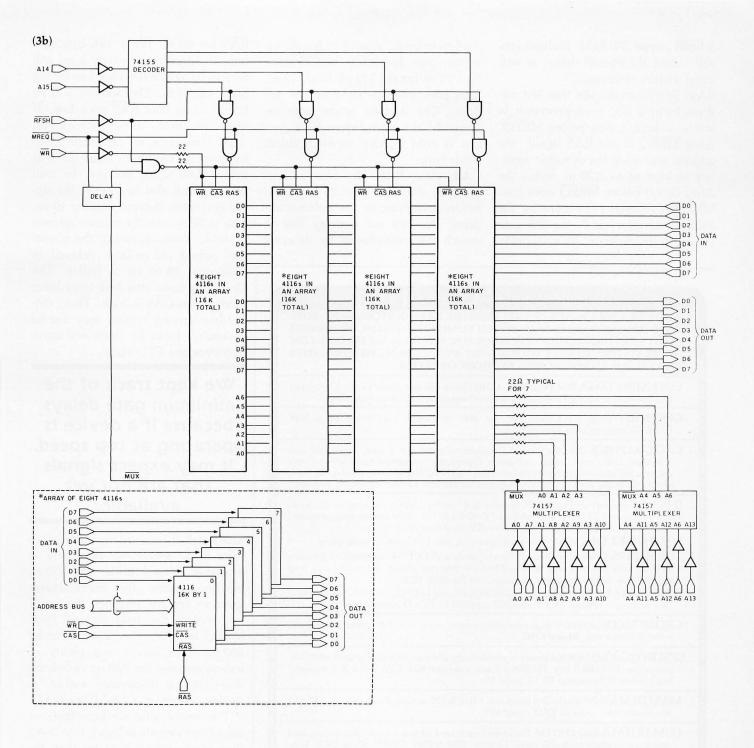
tance on the line plus the capacitance of the circuit board itself.

Let's use the above equations to calculate the rise time of any signal on a bus line for one bank of eight devices—or 16K bytes of memory. Involved are 225 ohms of driver impedance, 22 ohms of series resistance, and 32 pF of capacitance (ignoring board capacitance). Therefore, 247 ohms times 32 pF times 0.92 equals 7.3 ns. The fall time of any signal will be 1.6 times 247 ohms times 32 pF, or 12.7 ns. Remember that address-line capacitance is 4 pF per device, while capacitance on the RAS, CAS, and WRITE lines will be about 8 pF per device (on these nondata lines, taLH equals 1.15RC). The typical inputcapacitance value is used because the probability of having nothing but worst-case capacitance on the same line is very, very small.

Timing It Right

Let's explore timing relationships of the control signals by considering the circuit in figure 3b, developed from the block diagram. How long does it take for an address originated by the microprocessor to reach the dynamic memory? First, we'll calculate the delay the address experiences in getting to the memory; we'll then proceed with the \overline{RAS} and \overline{CAS} signals. Several other things must be considered too, not the least of which is what specifications to pay attention to on the data sheet. Typical times are of little value to us because temperature and load changes will vary the delay time. Minimum times are as important as worst-case times, but they are not always specified in data books; however, you can consider them to be half the typical times. We'll use minimum times in a later part of the design.

Assuming that the data, address, and control lines are buffered by a 74LS244-type line driver or similar device, the maximum delay presented is 18 ns with a capacitive load of 45 pF. It's probably best to use the



worst-case capacitance because you may later decide to expand the system, adding more gates and increasing the actual capacitance.

Address: The buffered address bus is connected directly to the address multiplexers described earlier. The worst maximum time from the multiplexer's input to its output is 14 ns (the minimum is 5 ns). These times are listed with a capacitive load of 15 pF (CL=15pF), while the input capacitance of a 4116 dynamic-mem-

ory address line is 5 pF. Because each address line feeds eight memory devices, the total capacitance is 40 pF. The delay time changes at the rate of 0.05 ns per picofarad. Therefore, to find the actual delay, we find the difference between 15 pF and 40 pF, multiply this result by 0.05, and discover an additional delay of 12.5 ns, for a total of 26.5 ns. The circuit-board traces (or wire-wrap wire) travel over long paths and can act as a transmission line with induc-

tance and capacitance. To account for this, you must add 1.5 pF per inch—or 2 ns a foot—measured from the driver to the farthest device.

Adding all the delays together (18 ns for the line driver, plus 14 ns for the multiplexer, plus 7.3 ns and 12.7 ns [the rise and fall times]) gives a total of 52 ns (worst case). This is a considerable delay for only eight devices; therefore, removing the series resistor is recommended. For larger systems, switching to

Schottky-type 74LS157 multiplexers will reduce the overall delay, as will using smaller resistors.

RAS: Specifications say that the address from a Z80 microprocessor is stable at least 120 ns before MREQ. Since MREQ is our RAS signal, the address will reach the dynamic memory at least 68 ns (120 ns minus the 52-ns delay) before MREQ goes low. MREQ is delayed even more by the 74LS04 inverter and the OR gate shown in the diagram. Its total delay

is 68 ns initially, plus 15 ns for the inverter, plus 16 ns for the \overline{OR} gate, plus 10 ns for the 192-pF load. Thus, \overline{RAS} goes low 109 ns after the address. The address setup time required by the 4116s before \overline{RAS} goes low is zero ($t_{su}AR$), so no problem exists here.

 $\overline{\text{CAS}}$: After $\overline{\text{RAS}}$, the row address must be stable at least 35 ns ($t_h AR$) before switching to the column address. We can use a delay line to switch the multiplexers by delaying

RAS for 40 ns. For a 48K-byte system, the maximum switch delay will be 8 ns for the device plus 5 ns for the load, or 13 ns. The address will be stable 53 ns after RAS goes low. It must be held 10 ns before CAS $(t_{su}AC)$; therefore, we can create \overline{CAS} by using the tap on the delay line that delays RAS 60 ns. Because the load on CAS will also be 192 pF, the signal is actually delayed another 10 ns. This is 17 ns after the column address is stable. Data appears at the memories' output 165 ns later, delayed an additional 18 ns by a buffer. The Dout pin goes into high-impedance mode when CAS is high. Thus, output-line driving buffers may not be necessary. Dout by itself will drive two standard TTL loads.

We kept track of the minimum gate delays because if a device is operating at top speed, it may expect signals that are not yet available.

The Total: If you add up all the times from RAS, you'll see that data is available in just under the 250-ns maximum time the manufacturer specifies for the memory device. If you include the delay interval from MREQ to RAS, the time is under 300 ns. This leaves you plenty of leeway because the Z80 op-code fetch time, as we discovered earlier, is 450 ns (assuming a 2.5-MHz clock).

The reason that we kept track of the minimum gate delays is that, even though the circuit is faster than the maximum delays encountered, if a device is operating at top speed, it may expect signals that are not yet available. You must allow for this situation. If, for example, CAS shows up too soon, the column address may not have had a chance to stabilize. For this reason, you should also go through your circuit to make sure that it meets all the minimum setup and hold times. Again, you can handpick the integrated circuits to give you the timing that works in your system.

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EPSON QX-10/VALDOCS. Extremely user-friendly computer that can be used with little instruction. Has HELP key. Do Word Processing/Graphics/Calculation in 5 minutes! Read review in September BYTE, page 54.

MASTER MAX: Z80 single card computer, 4 slot, S-100, w/dual 8" drives \$2,540. See details in this issue of BYTE, page 503.

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Circuit Details

You need three voltages to run a dynamic memory: +5 V, +12 V, and -5 V. The +5 V is used only to power the data-output buffers on the memory devices; it can actually be removed by feeding it through a pass transistor and shutting it down when you are not performing a memory read.

Whether you wire-wrap or lay out a printed-circuit board, a good, heavy ground bus is recommended. Be generous with decoupling capacitors! For the +5-V supply, it is necessary to use only one 0.01-microfarad (μF) to $0.1-\mu F$ decoupling capacitor for every eight devices. The +12-V supply should be decoupled with a 0.1-μF capacitor at every second device (put a 0.1-µF decoupling capacitor for the -5-V supply on all the ICs in between). A tantalum 22-μF decoupling capacitor should be included for every 16 devices on the +12-V supply, and also where the -5-V supply comes onto the board.

Do not take decoupling lightly! Dynamic RAMs switch a lot of current around at radio frequencies. Therefore, noise is going to be a big problem. Ideally, the bus drivers should be in the center of the memory array if possible; this will keep the length of the leads as short as possible, minimizing the transmission-line effect.

Onward

What do you do if you don't have a Z80? Dynamic-memory interfacing is still possible using the methods just described, but some extra hardware and thinking are involved. Several semiconductor manufacturers are now coming out with dynamic-memory controllers. These devices provide many or all of the needed signals, and some can control up to 128K bytes of memory. Intel's 3242 can be used as the multiplexer and also contains a refresh counter; Intel has a device called the 8202 that also handles most of the necessities for dynamic memory. As you might expect, however, the cost is extremely high compared to what you can do on your own. If you want hidden refresh, you must find or create a "hole" in your processor's bus accesses (the 6800 and 6502 microprocessors have no such holes).

Fortunately, the 8085 has a good instruction set and even leaves a hole in its op-code fetch just like the Z80: no external operation is being performed during the fourth clock cycle of a fetch. Using a counter, you could watch the status lines for a fetch and count the number of cycles until it's time to start refresh.

The best method for the 6800 and

6502 (it could also work for the 8085) is "burst-mode" refresh: refreshing all the rows one at a time in a short period. Usually, this is done with a counter or timer, such as a 555, that times out about every 1.47 ms, then puts the processor on hold. You then clock the refresh counter and the RAS signal until all 128 rows are recharged. This slows down your system throughput somewhat, but it's easier to do than trying to find a hole in the timing. ■

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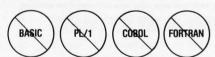
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Book Reviews

8080/Z80 Assembly Language: Techniques for Improved Programming

Alan R. Miller John Wiley & Sons Inc. New York, 1981 318 pages, softcover \$9.95

Reviewed by Philip E. Bond 27 Sharon Dr. Spring Valley, NY 10977

If you've ever been faced with customizing the BIOS on your CP/M system, you've participated in what I'd call a "learning experience." And if you want that experience to be successful, a good reference text is crucial. When I started tinkering with the BIOS, Alan Miller's 8080/Z80 Assembly Language became my guide to assembly-language programming and its relationship to CP/M.

While the author only briefly discusses the fundamentals of assembly language and input and output transfers, he does provide several clear examples of each element of hardware and software. Miller makes specific references to typical 8080/Z80 microprocessors as well as to CP/M. He explains the development

of a CP/M-compatible system monitor in great detail. Beginning with the most basic functions, he shows how to write and debug a useful monitor that uses fewer than 1K bytes and will fit into common PROMs. By the time you finish this section of the book, you should be able to make a custom monitor if the standard one doesn't suit you.

The information in chapter 10 alone is worth the purchase price of the book. Under the heading "Linking Programs to the CP/M Operating System," Miller discusses key elements for customizing the BIOS and explains how to implement IOBYTE. In addition, he provides one routine that gives you access to any memory location and another to list ASCII disk files with date and time.

In keeping with its purpose as a reference text, the book's ten appendixes include the ASCII character set, 8080 and Z80 instructions and a cross-reference, and an explanatory list of abbreviations and acronyms.

8080/Z80 Assembly Language fills in information other reference materials—including Digital's—leave out. The author states that the subject of his book is not the use of CP/M, but anyone thinking of implementing CP/M would do well to look here for methods and answers.

BYTE's Bugs

Address Correction

The address given for Apparat, the supplier of NEWDOS/80 Version 2.0 as presented in our review (BYTE June 1982, page 376) is

incorrect. The correct address is Apparat Inc., 4401 South Tamarac Parkway, Denver, CO 80237.■

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Product Description

The Lobo Max-80

Tim Daneliuk **T&R Communications Associates** 4927 North Rockwell St. Chicago, IL 60625

Lobo Drives International has a recipe for a successful microcomputer system: Take a "vanilla" 64K-byte Z80-based CP/M system, add every popular disk interface, throw in a parallel printer port and a couple of serial ports, provide TRS-80 emulation through the powerful LDOS operating system, call the machine the Max-80, then offer to sell the entire package for about \$1000.

I got a prototype of the Max-80, which gave me a chance to use it as a CP/M system and experiment with some of its many features. I was not able to use the TRS-80 emulation, however, because some of the software was still being developed. Still, after spending many hours with this microcomputer system, I am impressed!

Primary Features

The Max-80 is housed in a compact keyboard unit (see photo 1) with a metal baseplate and a Norell plastic top. The concave keyboard has a comfortable feel, 75 keys, and enough space below the keys to rest your palms. A numeric keypad, arrow keys, and individual Control and Escape keys round out the keyboard package. The keyboard can generate the full ASCII (American Standard Code for Information Interchange) character set.

About the Author

Tim Daneliuk is an electrical engineer involved in research and product development for the medical electronics industry. T&R Communications Associates is a company he founded to provide technical writing and consulting services for the electronics industry.

At a Glance

Product

Lobo Max-80

Manufacturer

Lobo Drives International 354 South Fairview Goleta, CA 93117 (805) 683-1576

Max-80 with CP/M, \$820 high-resolution green-screen monitor, \$175 LDOS option, \$69 with system purchase; \$129 separately second bank of 64K memory, \$95. All prices include shipping.

Features

51/4- and 8-inch floppy-disk interface, hard-disk interface, two serial ports, TRS-80-type bus, parallel printer port, and 64K memory. Runs with a 5-MHz Z80 processor and comes with battery-backed real-time clock.

General hobby and business users

Lobo has a reputation for building excellent quality hardware. The Max-80 is clear evidence of that reputation, as well as indicative of the firm's experience in interfacing peripherals. On the back panel, you will find all of the interface card edges and DB-25 connectors for the RS-232C port. The Max-80 is equipped with a DIP (dualinline package) switch that lets you select which drive is used to boot the system. Standard interfaces for 51/4- and 8-inch floppy-disk drives are provided as well as a SASI



Photo 1: The Max-80 from Lobo Drives International is a 64K-byte computer system offering both CP/M and LDOS. It costs about \$1000.

(Shugart Associates Standard Interface) for a hard disk. Both single- and double-density and single- and double-sided disk operations are supported. In addition, you are provided with two RS-232C ports, a parallel Centronics-compatible printer port, and a buffered TRS-80 Model I-type expansion bus.

The heart of the Max-80 is a 5-MHz Z80 processor. This extra bit of clock speed, as opposed to the usual 4 MHz, ensures reliable data transfer when using fast double-density 8-inch floppy disks and hard-disk systems. If you have been using the TRS-80, the increased speed is clearly evident. The video scrolling on the Max-80 is so rapid that one of the four function keys comes preprogrammed to slow the scroll rate so as to make the display readable. A real-time clock with a battery backup is built into this computer (the battery backup is a long overdue standard feature for microcomputers). You can remove the primary power from the Max-80 for more than 50 days and the clock/calendar will remain accurate.

The I/O (input/output) sections of this machine are similar to the memory-mapped I/O of the TRS-80 Model I. Under software control, the 4K-byte I/O space moves into high memory for CP/M and into low memory for LDOS. This permits the Max-80 to offer both 56K-byte CP/M operation and true TRSDOS (TRS-80) compatibility. Taken together, these two operating systems provide the majority of current 8-bit software. This compatibility may make the Max-80 the best supported 8-bit machine.

This microcomputer outputs a standard compositevideo signal, and the display is designed to be used with either CP/M or LDOS. Under CP/M, the display format is 24 lines by 80 columns, while under LDOS it is 16 lines by 64 columns. For each operating system, a low-resolution mode is available, making the display 24 lines by 40 columns with CP/M and 16 lines by 32 columns with LDOS. The video circuitry is synchronized to the clock. and the video twinkling that plagued the TRS-80 is noticeably absent. Each video character is programmable, so you can display a variety of fonts and sizes. Lobo also provides an 18-MHz, high-resolution greenphosphor monochromatic monitor for use with the Max-80. The monitor's dot resolution and clarity are excellent, and a low-reflection nylon-mesh screen cover reduces the glare from ambient light. Because the video display is a separate unit, you can position it for the most comfortable viewing.

Inside the Max-80, you will find two main printed-circuit boards constructed of double-sided fiberglass with plated-through holes. The bottom board is mounted on the metal base and contains the majority of the processor and interface electronics. The top board is mounted on the Norell cover and connects the keyboard, the printer interface, and the hard-disk interface to the rest of the system. The easily accessible electronics should please the hardware enthusiast. Each main piece of electronics can be removed without having to desolder anything.

Perhaps one of the nicest aspects of the Max-80 hard-ware is that everything is contained in one compact unit. The typical cable tangle is greatly reduced because you simply connect the power, the video display, and the disk-storage system to the back panel of the machine.

Selling Points

Its ability to run both the CP/M and LDOS operating systems gives the Max-80 a degree of software portability that, when combined with its low cost, makes it an excellent system for the novice, the hobbyist, and the small-business user.

Lobo intends to market the Max-80 directly rather than through a dealer network, and the system's low cost is a result of this decision. Having experienced both local dealer support and Lobo's mail-order marketing, I believe that consumers will benefit the most from this approach. The support people at Lobo are knowledgeable, experienced, and consistently more helpful than the dealers I have encountered. The only negative aspect of Lobo's marketing approach is the inevitable delay between ordering and receiving. However, the cost savings are your compensation for the wait.

In my opinion, the Max-80 will be a big seller for Lobo. Although most of the microcomputing press touts the new 16-bit machines, the vast majority of applications software resides in the 8-bit world. Rather than introduce a product based on the newest technology, Lobo gives us a functional, cost-effective product developed from a combination of mature hardware and software.

Software Review

Multidos

A New TRS-80 Disk Operating System

Rowland Archer Flint Ridge Apartment 59 Hillsborough, NC 27278

Something about the Radio Shack TRS-80 microcomputer seems to inspire people to write disk operating systems for it. A DOS, of course, is a collection of programs responsible for managing other programs and data stored on floppy disks. And judging by the ads I've seen, there seem to be more DOSes for the TRS-80 Models I and III than for any other microcomputer.

Multidos, from Cosmopolitan Electronics Corporation, is the latest candidate to vie for a share of the TRS-80 Model I/III DOS market. It was written by Vernon Hester, the author of an earlier TRS-80 DOS called Ultrados, and is a good value for its price.

Product Overview

Multidos is actually a package of several useful programs, but the most outstanding component of this package is the DOS itself.

The name Multidos refers to the ability of the system to read, write, and copy both single- and double-density disks created by other popular TRS-80 DOSes, a list of which is shown in table 1. It certainly is an impressive programming feat, but the fact that it is needed at all is a sad commentary on the incompatibility of these systems.

I tested the ability of Multidos to read and write disks created by all the Model I/III operating systems listed in table 1 except for DOSPLUS, which I do not own. In all instances it performed as claimed. Unfortunately, the reverse is not necessarily true; other operating systems are not always able to access a Multidos disk.

Also, there is some danger in the careless use of Multidos's ability to read and write disks created by "foreign" disk operating systems. This happens because it is impossible to predict what other DOS authors will do

in the future. The fact that Multidos can read and write disks created by the current version of XYZ DOS is no guarantee that it will be able to handle disks created by the next version. This is not a fault of Multidos; it is just that the new version of a disk operating system may store data differently than the previous version did.

As an illustration of this, my copy of Multidos crashed while attempting to read the directory of a TRSDOS 2.3B disk. (TRSDOS 2.3B is a new version of TRSDOS that Radio Shack is distributing only with its Compiler BASIC, COBOL, and Series I editor/assembler packages.) I asked Hester about this problem, but he indicated that he had not heard of TRSDOS 2.3B.

The bottom line is that you should never use Multidos to read or write a disk created by a DOS that is not specifically mentioned in the Multidos manual as compatible.

For TRS-80 Model I users, a special hardware attachment is still needed in order to use double-density disks. This hardware is usually in the form of an add-on board for the expansion interface unit. Such products are available from:

- Aerocomp (POB 24829, Dallas, TX 75224)
- LNW Research (2630 Walnut, Tustin, CA 92680)
- Percom Data (11220 Pagemill Rd., Dallas, TX 75243)

All these modifications are compatible with Multidos.

[Editor's Note: Recently, Radio Shack released its own version of a Model I double-density add-on board. Vernon Hester informs us that the current version of Multidos has been modified so that it will be compatible with this new enhancement. . . .R. M.]

DBLDOS from Percom Data Company DOSPLUS from Micro Systems Software (single- and double-density, Model I and III) LDOS from Logical Systems Inc. (single- and double-density, Model I and III) NEWDOS 2.1 from Apparat NEWDOS/80 Version 1.0 from Apparat (single- and as patched for double-density; maximum 2-granule directory) NEWDOS/80 Version 2.0 from Apparat (read and write single-density, read only double-density) TRSDOS from Radio Shack (Model I only) Ultrados from Level IV Products VTOS from Virtual Technology (single- and as patched for double-density)

Table 1: Multidos can read, write, and copy disks created by any of these TRS-80 disk operating systems.

Multidos also includes two versions of Disk BASIC (one has some very powerful debugging features—the best I've ever seen), a disk-based editor/assembler for creating assembly-language programs, and several utility programs. Table 2 lists the files that come on a Multidos disk.

Features

Although Cosmopolitan Electronics is stressing the "multi-DOS" read/write ability in its advertising, the system has many other noteworthy capabilities. Table 3 lists some features of Multidos that are not found in TRSDOS 2.3. My favorites include:

- Automatic recognition of disk density (single or double), type, and track count. For example, to copy a file from a double-density LDOS disk in drive 1 to a Multidos disk in drive 0, just load the disks and execute the COPY command—you don't have to indicate in any way that the disk in drive 1 is an LDOS or double-density disk.
- By pressing the : and ; keys simultaneously, you enter the "Mighty Multi" command processor. Mighty Multi lets you view disk directories and kill, list, and copy files. When you are through, you can return to the program that you were previously running with nothing changed. Mighty Multi can be accessed from most programs, as long as they use the standard keyboard routines and leave all the interrupts enabled. Unfortunately, this does not include Radio Shack's Scripsit word processor, which uses its own keyboard driver.
- By typing HELP followed by the name of a Multidos command, you get a brief message telling how to use that command. There is usually enough information to jog your memory—assuming you have read the manual.

Multiple DOS commands can be entered on a single line, and the last DOS command can be repeated by pressing ENTER.

File	Size (grans)	Description
BACKUP/CMD	3	Disk-backup utility
BASIC/CMD	4	SUPERBASIC
BBASIC/CMD	5	SUPERBASIC plus BOSS
COPY/CMD	1	File-copy utility
CREF/SYS	1	BASIC cross-reference utility
DIR/SYS	2	Disk directory
DOS/SYS	3	Multidos kernel
DOS0/SYS		
through		
DOS7/SYS	12	Multidos overlays
EA/CMD	7	Disk-based Z80 editor/assembler
EDIT/SYS	1	BASIC program global editor
ERROR/SYS	1	Error messages
FORMAT/CMD	3	Disk formatter
GR/CMD	1	Graphics keyboard driver
HELP/CMD	4	Help command processor
RENUM/SYS	1	BASIC program-renumber utility
RS/CMD	1	RAM Scan memory-search utility
SKIP/CMD	1	Read 40-track disk from 80-track drive
SPOOL/CMD	1	Line-printer spooler utility
VFU/CMD	2	File copy, purge utility

Table 2: A list of the files contained on the Multidos disk. The size of each file is measured in grans, where one gran equals five 256-byte sectors or 1280 bytes. Total size is 54 grans or 69K bytes.

The FORMAT command can format a disk in either single-, double-, or Percom-density. Percom-density, of course, is used by Percom Data's DBLDOS. Although Multidos can create and access disks in any of these formats, the BACKUP command cannot back up a disk in one density to a disk in a different density. However, you can use the Versatile File Utility (VFU, which will be described later) to copy all the files from any density disk to any other density disk, as long as a Multidos disk is in drive 0.

Because of this restriction on the BACKUP command, you cannot create a new Multidos system disk at a different density than the one you bought. You could copy all the files using VFU, but the new disk would not work as a system disk. Multidos expects system files to be in particular places, and VFU doesn't copy the files into these exact places. Cosmopolitan Electronics handles this by letting you purchase additional copies of Multidos, in the density of your choice, for \$15 each.

The Editor/Assembler

Radio Shack's original tape-based editor/assembler program for writing assembly-language programs was modified for disk by Apparat. It has now been modified once more by Hester and is included with Multidos. Most of the commands added by Hester, however, are redundant to features available under the Mighty Multi DOS feature described earlier. One new feature, however, allows you to run the editor/assembler after an accidental exit and to recover whatever was in the text buffer.

Command	Description	Command	Description		
Command	Description	Command	Description		
JKL	Simultaneous pressing of J, K, and L keys causes contents of screen to be sent to printer. The Break key will terminate JKL.	DIR	Displays disk directory in alphabetical order. Options to send directory to printer and to list killed files.		
11.112	Graphics characters are converted to periods.	DO	Reads a disk file and executes the commands		
HJK	Like JKL, but also sends graphics characters to printer.	FORMS	in it as if they were typed at the keyboard.		
: ;	Pressing: and; simultaneously enters Mighty	FORMS	Sets number of columns per line and number of lines per page for printout.		
AUTO	Multi command mode. Allows specification of one or more commands	FREE	Shows total free space on all disks, as well as individual statistics.		
	to be executed when a disk is booted. TRSDOS allows only one.	HASH	Gives the hash code of a file name. See text for description.		
BOOT	Reboots the computer as if the Reset button had been pressed.	KEYBRD	Sets attributes of keyboard: lowercase, blinking cursor, automatically repeating keys, graphics		
BREAK	Enables or disables the Break key.		codes, and cursor character. Enables or		
BUILD	Creates a file of commands to be executed by		disables the Clear key.		
	DO (below).	LINK	Everything sent to the screen is sent to the printer as well, or vice versa.		
CLEAR	CLEAR Sets all bytes in nonprotected RAM from hexadecimal address 5200 to TOPMEM to 0. TOPMEM is the address pointed at by the con-	LOAD	Allows loading files as low as hexadecimal		
		LOAD	address 5200.		
	tents of hexadecimal address 4049.	ROUTE	Sends everything to the screen instead of the		
CONFIG	Sets the default disk-drive parameters to be used when the system is booted. Parameters		printer, or vice versa.		
	are single- or double-density and track-to-track head-stepping rate. Multidos automatically distinguishes single- and double-density disks, no matter what the setting of CONFIG is.	SKIP	Allows a 40-track disk to be read on an 80-track drive.		
		ТОРМЕМ	Sets or displays protected memory pointer.		
DEAD	Reboots the computer as if power had been turned on.				

Table 3: Some significant features of Multidos that are not found in TRSDOS 2.3.

Note that the only parts of the editor/assembler that are mentioned in the documentation are the enhancements that Hester made. The manual states that you will need to purchase Radio Shack's original Model I tapebased editor/assembler to obtain the complete documentation. Unfortunately, this program is becoming increasingly difficult to find, as it has been replaced with Radio Shack's new Series 1 editor/assembler.

By the way, the Multidos manual inadvertently left out the commands to load and save assembler source code using the editor/assembler. I contacted Hester and he supplied them as follows:

L	D=filespec	Load source file from disk
	T = filespec	Load source file from tape
W	D = filespec	Write source file to disk
W	T = filespec	Write source file to tape

Utilities

The Versatile File Utility lets you copy and purge disk files. First, a menu of files is displayed, containing the disk's directory in alphabetical order. You then move a cursor around, marking files to be copied or deleted. When you have finished, the specified action is performed on all the marked files. VFU's menu orientation makes it easy to use, and it is a good user interface.

VFU lets you execute any machine-language or BASIC program on the disk from the disk-directory display. It will also send a copy of the disk directory to your printer in a format that fits neatly inside (or onto) the disk jacket.

Another utility included with Multidos is called RAM Scan. It allows you to search any portion of RAM (random-access read/write memory) for a byte or word of your choice. What makes RAM Scan unique is that you can tell it to search for the specific Z80 machinelanguage instructions that reference the word of your choice.

GR is a graphics keyboard driver that lets you enter all the standard TRS-80 graphics characters directly from the keyboard.

A SPOOL utility lets you set aside any amount of memory to be used as a buffer for output to the printer. Hester, by the way, claims that SPOOL stands for "simultaneous peripheral operation on-line." By using the SPOOL command, your relatively fast computer doesn't have to wait for your relatively slow printer. Anything that would normally go to the printer, via an LPRINT or LLIST command from BASIC, will be put into the memory buffer that you set aside with the SPOOL command. SPOOL will "feed" your printer with characters from this buffer at a steady rate while your computer does other work at the same time.

At a Glance

Name

Multidos

Type

Radio Shack TRS-80 Model I and III disk operating system with enhanced Disk BASIC and an editor/assembler

Author

Vernon B. Hester

Distributor

Cosmopolitan Electronics Corporation POB 234 Plymouth, MI 48170 [313] 397-3126

Price

One 5-inch floppy disk and manual: \$79.95 (plus \$2.50 postage and handling)

Software

Includes disk operating system, Disk BASIC, editor/assembler, and several utilities

Software Format

Available in single-, double-, and Percom-density for Model I, double-density only for Model III

Computer

TRS-80 Model I or III, 16K bytes of RAM (32K for some functions), one to four disk drives; double-density on Model I requires additional hardware

Documentation

66 pages, offset printed in a 3-ring binder; table of contents, but no index; adequate for technically oriented users, but difficult for beginners

Audience

Programmers in need of a disk operating system that can read, write, and copy files from disks created by popular TRS-80 DOSes; also, programmers in need of a superior BASIC programdevelopment environment

Unfortunately, the SPOOL command will not work with a serial printer. It sends its output directly to the parallel printer port instead of calling the standard ROM (read-only memory) routine that is used to access alternate printer drivers.

Disk BASIC

Multidos comes with two versions of Disk BASIC. The production BASIC is called SUPERBASIC and includes all the features of Radio Shack's Disk BASIC plus many extensions. Table 4 lists some of these new features not included in TRS-80 Disk BASIC.

The second version is called BBASIC; it consists of SUPERBASIC plus BOSS, a very nice program-development and debugging tool. BOSS, which is also written by Hester, has been offered for some time as a separate product. Table 5 lists BBASIC's single-stepping and tracing commands. They are by far the most comprehensive and powerful I have seen. I suggest looking over tables 4 and 5 carefully; the features of SUPERBASIC and BBASIC could by themselves justify most of the cost of this package.

I have developed a substantial amount of code under SUPERBASIC and have found the following features very useful:

 \bullet A command, Pn, that prints a page of BASIC text on the screen starting at line number n. If P is again typed, the next page after this page is printed.

Command	Description
BASIC!	Enters SUPERBASIC and leaves intact a BASIC program loaded under an alien operating system.
BASIC #	Enters SUPERBASIC and leaves intact a program loaded under Level II BASIC. Level II must have been entered by typing CMD "X."
, (comma) l Shift 1 (period) Shift 1	Edits the current line. Lists the "BREAK in" line. Lists first, previous, current, next, and last program lines.
P D R C	Lists a page of BASIC text from current or specified line. Deletes current line. Runs BASIC program. Continues execution of program.
CMD "C"	Deletes unnecessary spaces and linefeeds from BASIC program.
CMD "K"	Zeros out all elements of an array.
CMD "L"	Deletes an array and frees up memory.
CMD "M"	Moves a BASIC program line.
CMD "N"	Duplicates a BASIC program line.
CMD "O"	Allocates a new disk file buffer, in addition to the number specified when BASIC was entered. Defined functions, READ strings, and strings assigned directly in the program, e.g., A\$ = "XYZ", are not retained.
CMD "Q"	Fast sort of a string array.
CMD "V"	Lists all active scalar variables.
CMD "X"	Transfer to Level II BASIC, leaving program in memory intact.
CMD DOS command	Goes to DOS, executes DOS command, then returns to BASIC.
F string	Finds all occurrences of <i>string</i> in a BASIC program.
- (hyphen)	Invokes global editor (see text).
; target	Program cross-reference; target may be a variable, line number, or constant. ";" with no target lists next line containing last target.
: A,B,C,D	Renumbers BASIC program. New first line number is A, increment is B. Starts renumbering at existing line C, ends at existing line D.
NAME file	Chaining function. Loads and runs BASIC program file, keeping current variables intact, except as noted under CMD "O."

Table 4: Some significant features of Multidos SUPERBASIC that are not found in Radio Shack BASIC.

- A fast program-line renumbering command. One drawback is that it cannot move a block of lines.
- A fast program cross-reference command that finds all references to a line number, constant, program variable, or BASIC keyword, and lists them on the screen or the printer.
- Commands to move or duplicate a program line. References to the moved line are not renumbered.

Command	Description
@1	Turns off all trace functions.
@2	Starts writing BASIC line numbers as they are executed in upper right-hand corner of screen. Always displays last four numbers executed.
@3	Sends line-number trace to printer.
@4	Turns off single-step functions.
@5	Single-steps to end of current BASIC line and waits.
@6	Single-steps one BASIC instruction and waits.
@7	Single-steps one BASIC instruction, pauses for specified time, and continues.
@N	Specifies program variables for review by @O command. Nested expressions are allowed, e.g., X(Y,Z).
@0	Shows current values of program variables entered under @N command.

Table 5: A summary of commands in Multidos BOSS BASIC (BBASIC) for tracing BASIC programs, executing programs by single steps, and examining variables at different points during execution. Using POKE commands, you can set breakpoints anywhere in a BASIC program to invoke the @1-@7 commands.

- A FIND command that searches a program for any string of characters—even REM statements are searched.
- A global program editor that lets you split and merge adjacent program lines, selectively change variable names and BASIC keywords, and build packed graphics strings automatically. For example, you could change all occurrences of the variable *X* to *Y*, all occurrences of PRINT to LPRINT, etc.

The global program editor is very useful, but it is dif-

ficult to remember the format of the commands. The editor prompts you with a terse "T = " (T stands for Target). You must respond with, for example, "-" to split a line, "/" to merge lines, and so on. I found it necessary to have the manual very close at hand while using the global editor.

A feature that I have not seen anywhere else allows you to go back and forth between Disk BASIC and Level II BASIC without dumping your program to cassette. This is great for testing programs developed under Disk BASIC to see if they will run under Level II.

Another good feature is the fact that SUPERBASIC leaves you with 40,036 bytes of free memory in a 48K-byte machine, more than any other Disk BASIC I have seen. This is especially impressive considering the fact that SUPERBASIC is so feature-packed.

Performance

One of the claims made for Multidos is that it has the fastest COPY and BACKUP commands of any TRS-80 DOS. In practice, these commands do seem quite responsive and at least as fast as those of any other DOS I have used.

While running the BACKUP command, however, I was concerned because the usual "Verifying track . . ." message does not appear as tracks are copied from one disk to another. Was Multidos getting some of its speed by skipping the verification step of disk backup?

Hester confirmed that Multidos does indeed skip this step. He stated that it is an unnecessary step because the disk surface is checked when it is formatted. He said that once the disk is spinning at the correct speed, writing to properly formatted tracks should be error-free. To be sure that the correct speed is attained, Multidos always waits a full second after turning the disk drive motor on before it starts to write.

Hester also said that BACKUP commands in other

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TRS-80 DOSes do not perform a true byte-for-byte comparison of what was read from one disk and what was written to the other; instead, they do only a test for checksum errors. A checksum is a single byte computed by adding all the bytes written to a disk sector. It is written to the disk with the data, and can be compared to the checksum computed when the sector is read back. If the checksums do not match, what is on the disk does not match what is supposed to be written there.

I have never had a problem with disks backed up by Multidos, although most such errors would probably go undetected for a long time anyway. However, I must admit to an uneasy feeling when using the BACKUP command without the verification step. Why would disk controller manufacturers bother to include checksum computation in their hardware if writing to disk was so errorfree?

Documentation

The Multidos manual is basically adequate, but it gets sketchy in places. For example, the description of a HASH command contains no discussion of what a hash code is or why you would want to compute one. In case you are wondering, a file's hash code is computed from the characters in its file name, and it is used to speed up the directory search when a file is opened. You would need to compute a hash code only if you were using a disk editor to examine or modify a directory.

In most cases, though, the manual gives you enough information to use the commands if you're willing to do some occasional experimentation. If you have experience with other TRS-80 DOSes, you will find the most frequently used commands familiar enough. But if this is your first DOS and you are not an experienced programmer, you may have some difficulty. The manual uses technical terms quite freely; it reads like it was written by a programmer, not a writer.

A nice touch is the use of different colored paper for the major sections of the manual, an aid in locating the documentation for particular commands. A not-so-nice feature is that although the manual comes in a 3-ring binder, the rings are too small to allow the pages to be easily turned.

Problems

While evaluating Multidos, I ran across several problems that I will now describe. Problems like these, of course, are not uncommon in newly released software

I occasionally get a "Drive Not Available" error when I access a disk drive that is in fact available. Hester thinks that this is due to my high-speed clock modification. This may be the case, but I have not noticed this behavior with any other DOS.

In SUPERBASIC, after editing a line that begins with a blank, the next command typed-no matter what it is-results in a "Syntax Error." Hester says that this is due to a ROM error, but this problem is not exhibited by other DOSes.

The TIME and DATE commands accept invalid input; e.g., you can set the time to be 99:99:99 with impunity.

As you can see, these are not major problems, merely annoyances. Fortunately, Hester appears to be interested in fixing the problems and supporting his operating system. He assured me that upgrades will be available at "reasonable prices."

Conclusions

Multidos provides a lot of value for the money. It gives you an opportunity to enjoy a full-featured DOS at a bargain price. Although some aspects of Multidos have the flavor of a "basement enterprise" production, such as occasional misspellings in system messages, the system as a whole seems to stand up well under heavy use.

For those who already own two or more TRS-80 DOSes, Multidos provides a bridge when moving files back and forth between disks created by these systems. Also, if you're planning to buy a disk-based editor/ assembler, you could buy Multidos for the same price and get much more. (But take note of my earlier comment about the editor/assembler documentation.)

Finally, SUPERBASIC provides an excellent programdevelopment environment. Global editing, crossreferencing, renumbering, single-stepping or variable speed execution with trace, breakpoint setting, and program variable review are great features that make programming in BASIC considerably more productive.





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System Notes

GRPRINT: An Apple Utility Program for Dot-Matrix Printers

Douglass R. Arnott Computers of Woodbury Valley Creek Mall Woodbury, MN 55125

With the introduction of numerous dot-matrix printers with graphics capabilities, many Apple II owners have envisioned using such a printer to create the high-resolution graphics screens on paper. For those of you who have gotten bogged down with the Apple's high-resolution screen-addressing technique while attempting to write a program to print the graphics high-resolution screen, or are unfamiliar with assembly-language programming, the GRPRINT program is for you.

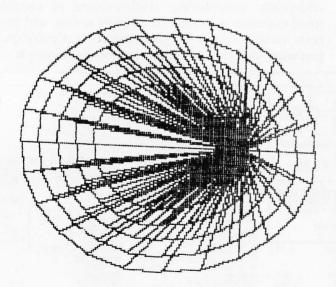


Figure 1: Output from the HOLE program. It was produced with the Paper Tiger 445G printer.

One feature of this program is that it is invisible to Applesoft without any use of the LOMEM command. GRPRINT (see listings 1 and 2) fits into the page of memory reserved for machine-language programs, hexadecimal 300 through 3FF. Therefore, Applesoft will not write on top of GRPRINT. Any exisiting Applesoft graphics program can take advantage of GRPRINT by using a DOS BLOAD command within the program, four POKE statements to set parameters, and a CALL statement. Listing 3 (see page 402) includes a sample GRPRINT program that shows you how GRPRINT can be used under program control. (Also see figure 1.)

GRPRINT was written specifically for an Apple II Plus with disks, interfaced to an IDS (Integral Data Systems) Paper Tiger 445G or Epson MX-80/70. The method employed in GRPRINT is general enough for most dot-matrix printers. However, some modifications may be necessary to the instructions sent to the printer for turning on and off the graphics modes and to the program indexes if the number of needles in the print head used in the graphics mode is different from those employed by the Pager Tiger or Epson.

The Apple II represents each dot on the high-resolution screen as a bit of data organized as 7 bits of a byte oriented along the horizontal axis of the screen. Most printer graphics are represented as 6 bits of a byte arranged along a vertical axis with each bit representing a printed dot. GRPRINT merely reconstructs the Apple's bytes bit by bit so that they are positioned along the vertical axis of the screen and compatible with the printer.

Listing 1: GRPRINT graphics utility program configured for use with an Apple II Plus computer and Integral Data Systems' Paper Tiger 445G printer.

```
-- NEXT OBJECT FILE NAME IS GRPRINT/IDS.OBJO
0305:
                                     ORG
                                            $305
                       23
0305:
                          TO LOAD UNDER PROGRAM CONTROL IN BASIC YOU MUST INCLUDE THESE LINES
0305:
                          *
                            S/R GRPRINT
0305:
                       5
03053
                                                10
                                                   D$=CHR$(4
                                                ŽŎ PŘÍNT Ď$;"BLOAD GRPRINT.OBJO"
OTHERWISE JUST BLOAD GRPRINT.OBJO
THEN DO A CALL 779 TO INITIATE S/R
0305:
0305:
                       8
0305:
0305:
                      10
                                                                     ***********************
                            THE FOLLOWING POKES MUST BE SET
0305:
                      11
                                  POKE,768,S
POKE 769,F
POKE 771,C
POKE 772,P
                                                  S=STARTING LINE # 0-160 FOR SCR1 + 0-192 SCR;
F=FINISH LINE WHERE VALUES ARE SAME AS ABOVE
C=CHAR/INCH (28=LRG, 29=MED, 30=SMLL) *
P=0 FOR SCR1 AND P=1 FOR SCR2
                      12
13
0305:
                                                                                                           SCR2
0305
0305:
                      14
15
0305:
                          *
                      16
17
                          *****
STRTL
FINL
0305:
                                  0300;
                                     EQU
                                            $300
                      18
19
20
21
Ö301:
                                     EQU
                                            $301
0302:
                          LINE
                                     EQU
                                            $302
0303:
                          CHAR
SCREEN
                                            $303
$304
                                     EQU
                                     ERI
                                                          #O=SCREEN
                      22
23
24
                          PTR
                                     EQU
001A;
                                            $1A
                          COUT
F DED:
                                     EQU
                                            $FDED
C000:
                          KBD
                                     EQU
                                            $C000
                      25
26
C010:
                          CKBDS
                                     EQU
                                            $C010
0305:00 00 00
                                     DFB
                                            $00,$00,$00,$00,$00,$00
                          BUFR
0308:00
           00
               00
           80
7A
                      27
28
29
30
                                     LDA
STA
030B:A9
                                            #$80
                                                          DISABLE APPLE
030D:8D
                                            $47A
                                                          ; VIDEO
               04
                                                          SELECT PRINTER
0310:A9
0312:20
                                     LDA
                                            #$11
           ED
               FD
                                     JSR
                                            COUT
0315:A9
0317:20
                      31
32
                                            #$0D
           OB
                                     L.DA
                                                          CLEAR PRINTER BUFFER
               FD
           ED
                                     JSR
                                            COUT
031A;AD
031D;20
                      33
           03
               03
                                     LDA
                                            CHAR
                                                          *SELECT CHAR INCH DENSITY
               FD
           ED
                                     JSR
                                            COUT
0320;A9
0322;20
0325;AD
                      35 36 37
                                     LDA
           03
                                            #$03
COUT
                                                          SET GRAPHICS
               FD
                                                          , MODE
           ED
               03
                                                          GET STARTING LINE # FAND STORE
           00
                                     LDA
                                            STRTL
0328:8D
0328:A0
           02
                      38
                                     STA
                                            LINE
                                     LDY
                                                          FINITIALIZE
                      39
           00
                                            #$00
032B; A0
032D; A2
032F; 2C
0332; 10
0334; A9
                                                          #INDEXES
           00
                      40
                                     LDX
                                            #$()()
           00
               CO
                          LOOP1
                                     BIT
                                                          *KEY PRESSED ?
                      41
                                            KBD
           07
                                     BPL
                                            BYPASS
                                                          ;NO, BYPASS
                      4.3
                                     LDA
CMP
                                                          YES, CHECK FOR CHTRL-D
                                            #$84
           84
0336:CD
0339:F0
           00
               CO
                      44
                                            KBD
                                                          FIF CNTRL-D RETURN TO CALLING PROGRAM CLEAR KEYBD STROBE FSTART LOOP FLAST LINE ?
                      45
                                     BEQ
                                            RESET
           0F
033B:2C
033E:AD
0341:CD
0344:90
                      46
                          BYPASS
           10
               CO
                                     BIT
                                            CKBDS
           02
               03
                                     LDA
CMP
                                            LINE
                      48
                                            FINL
           01
                      49
                                                                        AROUND
           10
28
                                     BCC
                                                          ;NO, BRANCH
0346100
                      50
                                     CFY
                                            #$28
                                                          FLAST COLUMN
0348:90
034A:2C
034D:A9
034F:20
                                     BCC
BIT
                                                          NO BRANCH AROUND
CLEAR KEYBD STROBE
                                            J2
CKBDS
           10
               CO
                          RESET
                      53
54
           03
                                     LDA
                                            #$03
                                                          FRETURN
           ED
               FD
                                     JSR
                                            COUT
                                                          ; TO
03521A9
                      55
           02
                                     LDA
                                                          #NORMAL
                                            #$02
0354:20
           ED
               FD
                      56
57
                                     JSR
                                            COUT
                                                          $ MODE
0357:A9
0359:20
0350:A9
           1.3
                                     LDA
                                            #$13
                                                          DESELECT PRINTER
                      58
59
           ED
               FD
                                     JSR
                                            COUT
           00
                                     LDA
                                            #$00
                                                          TURN ON APPLE
035E:8D
0361:60
                                     STA
RTS
CPY
           7A
               04
                      60
                                            $47A
                                                          ; VIDEO
                                                           FRETURN TO CALLING PROGRAM
                      61
                                                          FTIME TO RESET COLUMN IND?
0362:C0
0364:90
           28
02
                                            #$28
                          J1
                      62
                      63
                                     BCC
0366:A0
           00
                                            #$00
                                                          FRESET
                      64
                                     LDY
                                           65
                          *******
0368:0A
0369:0A
                                     ASL
                      66
67
                          J2
                                     ASL
036A:29
036C:85
                                                          ;"APPLE-II HI-RES GRAPHICS: RESOLVING THE RESOLUTION MYTH", BOB BISHOP, THE APPLE ORCHARD,
                      AND
                                            #$1C
                                     STA
                                            PTR+1
           1 B
036E:AD
0371:6A
           02
              03
                                     LDA
ROR
                                            LINE
                                                          ; VOL 1, NO. 2, FALL 1980
0372:6A
0373:6A
                                     ROR
                                     ROR
0374:6A
0375:29
                                     ROR
           03
                                     AND
                                            #$03
0377:05
0379:09
           1B
20
                                     ORA
                                            FTR+1
                                            #$20
                                     ORA
037B:85
037D:AD
                      78
79
           1B
                                     STA
                                            PTR+1
               03
                                     LDA
                                            LINE
                                                                                                   Listing 1 continued on page 400
0380:6A
                      80
                                     ROR
```

```
0381:29
0383:85
0385:6A
                        81
82
83
                                         AND
STA
                                                 #$E0
                                                 PTR
                                         ROR
                                                 A
0386:6A
0387:29
0389:05
0388:85
                        84
                                         ROR
                         85
            1B
                                         AND
                                                 #$1B
                        86
87
            1A
                                         ORA
                                                 PTR
            14
                                         STA
                                                 PTR
                         88
                             ******
                                                ************************
                                                                #WHICH SCREEN?
038D: AD
                 03
                         89
                                         LDA
                                                 SCREEN
0380: AD
0390: FO
0392: A5
0394: 18
0395: 69
0397: 85
0399: B1
            07
                         90
                                                                                 SCREEN 1
                                         BEQ
                        91
92
93
                                                                 FGET HIGH BYTE
                                         LDA
                                                 PTR+1
            1B
                                         CLC
             20
                                         ADC
                                                 #$20
                                                                 FADD FOR SCREEN 2
                        94
95
                                                 PTR+1
(PTR),Y
                                                                ∤STR HIGH RESULT

∮GET BYTE FROM HI-RES GRAPHICS BUFFER
            1 B
                                         STA
                                         LDA
            1A
05
                             J3
                        96
                 03
                                                 BUFR, X
                                                                       IN PROCESS BUFFR
                                                                 $STR
                                                                 NEXT LINE
039E:EE
            02
                 0.3
                                         INC
                                                 LINE
03A1;E8
03A2;E0
03A4;90
                        98
                                                                *NEXT BUFFR

*BUFFR FULL ?

*NO GET NEXT

*NEXT COLUMN
                                         INX
CPX
             06
                                                 #$0A
            89
                       100
                                         BCC
                                                 LOOP'1
                                                                                    BYTE
03A6:C8
03A7:C0
                       101
                                          INY
                                                                ;LAST COLUMN
;YES JUMP AR
            28
                                         CPY
                                                 #$28
03A9:F0
03AB:AD
                                                                       JUMP AROUND
            09
                       103
                                         BEQ
                                                 J4
            02
                 0.3
                       104
105
                                                 LINE
                                         LDA
                                                                 INO RESET LINE COUNTER
                                         SEC
03AE:38
03AF:E9
03B1:8D
            06
02
                       106
107
                                                 #$06
                                                                 #SUBTRACT
                 03
                                         STA
                                                 LINE
03B4:98
03B5:48
                       108
                             J4
                                          TYA
                                                                  SAVE Y
                       109
                                         PHA
03B4:A9
03BA:A2
03BC:5E
                                         LBY
             07
                       110
                                                 #$07
                                                                 FLOAD INDEX
                                                                 CLEAR ALL
            00
                                                                                 BITS
                       111
112
                             J5
                                                 #$00
                                         LDA
            00
                                         LDX
                                                 #$00
                                                                              INDEX
                 03
                       113
                                         LSR
                                                 BUFR , X
                                                                 PUSH BIT INTO CARRY
                            J6
03BF:6A
                                                                 FPUSH CARRY INTO A
                       1.14
                                         ROR
03C0:E8
                       115
                                          INX
03C01:E0
03C1:E0
03C3:90
03C5:4A
03C7:C9
03C9:D0
03CB:20
03CE:20
03D1:80
03D2:D0
                                         CPX
                       116
117
                                                 #$06
                                                                 FACCUM BYTE FULL ?
                                                                 FIF BYTE NOT FULL CONTINUE
                                         BCC
                                                 16
                       118
                                         LSR
                                                                SHIFT OVER TWO BITS TO
                       120
121
122
                                                                 CHECK TO MAKE SURE NO CONTROL CHARACTERS ARE SENT
FIF NOT BRANCH
            03
                                         CMP
                                                 #$03
                                                                 FIF NOT BRANCH
            03
                                         BNE
                                                 18
            ED
                                                                                      CLEAR CONTROL CHARACTER
                 FD
                                         JSR
                                                 COUT
                       123
124
125
                 FD
                             18
                                          JSR
                                                 COUT
                                                                 SEND BYTE TO PRINTER
                                         DEY
                                                                GET NEXT BYTE FOR PRINT RESET BUFFR INDEX
                                         BNE
03D4:A2
03D6:68
03D7:A8
03D8:C0
                       126
127
128
129
130
                                                                *RESET BUFFR INDEX
*RETRIEVE COLUMN INDEX
            00
                                                 #$00
                                         LDX
                                         FLA
                                                                 ;AND PUT IN Y
;IF LAST COLUMN, CR
                                         TAY
            28
                                                 #$28
03BA:90
03BC:A9
            0A
03
                                         BCC
                                                 J7
                       131
                                                 #$03
                                         LDA
                       132
133
134
135
03DE:20
                 FD
                                                 COUT
            E.D
                                         JSR
                                                                 SEND OR TO PRINTER
03E1:A9
03E3:20
            OB
                                         LDA
                                                 #$0B
            ÉĎ
2F
                 FD
                                         JSR
                                                 COUT
                 03
                                                 LOOP 1
```

ASSEMBLY: NO ERRORS *** SUCCESSFUL

Listing 2: An alternate version of the GRPRINT graphics utility program configured for the Apple II Plus and the Epson MX-70 or MX-80 printer.

```
NEXT OBJECT FILE NAME IS GRPRINT/EPSON.OBJO
                               ORG
0305;
                                     $305
0305:
0305:
0305:
                      **********
                                            ********************************
                        S/R GRPRINT
                                         TO
                                           LOAD UNDER PROGRAM CONTROL IN BASIC YOU MUST INCLUDE
                      *
                                         THESE LINES
                                                                                                           **
0305:
                    67
                                         10
                                            D$=CHR$(4)
0305:
0305:
0305:
0305:
                                            FRINT D$; "BLOAD GRPRINT. OBJO"
                                         20
                                         OTHERWISE JUST BLOAD GRAPHINT.OBJO
THEN DO A CALL 781 TO INITIATE S/R
                    ,89
                     1
                                      **********************
                   10
                        THE FOLLOWING PORES MUST BE SET FOR THE FORE SCRI + 0-192 SCR: FORE 769,F F=FINISH LINE WHERE VALUES ARE SAME AS ABOVE FORE 772,F P=0 FOR SCRI AND P=1 FOR SCR2
                  11
                      *
0305:
0305:
0305:
                     **
                                                               0-160 FOR SCR1 + 0-192 SCR2
                   13
                   14
                      *
                      ******************
03051
```

```
EQU
EQU
EQU
                                                  $300
$301
$302
0300:
0301:
0302:
                         16 STRTL
17 FINL
                         18
                             LINE
                         19
                                                                  FRINTER BUSY LINE
0101:
                             SENSE
                                          EQU
                                                  $C1C1
                             SCREEN
PTR
0304;
                                          EQU
                                                  $304
                                                                  ; 0=SCREEN
                         20
22
22
23
24
001A:
                                          EQU
                                                  $1A
0000:
0010:
                             KBD
                                                  $C000
                                          EQU
                                          EQU
                             CKBDS
                                                  $C010
0305:00 00 00
0308:00 00 00
                             BUFR
                                          DFB
                                                  $00,$00,$00,$00,$00,$00,$00,$00,$00
                 00
030B:00
            0.0
030B:00
030B:A9
030F:20
0312:A9
0314:20
0317:A9
0319:20
                         25
26
27
                                          LDA
JSR
                                                  #$1B
                                                                  SET LINE SPACING
                 03
                                                  COUT
                                          LDA
                                                  #$41
            F1
                 0.3
                         28
29
30
31
32
                                          JSR
                                                  COUT
            08
                                          LDA
                                                                  BINARY 8
                                                  #$08
                                          JSR
                                                  COUT
            F1
                 03
-031C:A9
031E:20
0321:A9
0323:20
                                          LDA
JSR
             OD
                                                  #$0D
                                                                  CLEAR PRINTER BUFFER
            F1
                 03
                                                  COUT
                         33
34
35
37
38
             0A
                                          LDA
                                                  #$0A
                 03
03
03
            F1
                                          JSR
                                                  COUT
0326:AD
0329:8D
032C:A2
032E:4C
                                          LDA
                                                  STRTL
                                                                  FGET STARTING LINE # FAND STORE
            00
            02
                                          STA
                                                  LINE
                                                  #$00
J7
            00
                                          LDX
                                                                  CLEAR X
                                                                               INDEX
                                                                  FJMP
            63
                 03
                                          JMP
                                                                         TO SET BIT IMAGE MODE
0331:20
0334:10
            00
                 Ĉ0
                         39
                             LOOP1
                                                                  KEY PRESSED
                                          BIT
                                                  KBD
            07
                         40
                                          BPL
                                                  BYPASS
                                                                  ino, BYPASS
0336: A9
0338: CD
                         41
42
43
                                                  #$84
                                          LDA
                                                                  ;YES, CHECK FOR CNTRL-D
            84
                                          CMF
            00
                 0.0
                                                  KBD
033B:F0
033D:20
                                                                  ;IF CNTRL-D RETURN TO CALLING PROGRAM
;CLEAR KEYBD STROBE
                                                  RESET
                                          BEQ
            OF
            10
                 0.0
                             BYPASS
                                          BIT
                                                  CKBDS
                                                                  START LOOP
0340:AD
0343:CD
             02
                 03
                         45
                                          LDA
                                                  LINE
                                                  FINL
             01
                         46
                                          CMP
0346:90
0348:00
                                          BCC
CPY
                                                                  NO BRANCH AROUND
                                                  .11
             28
                         48
                                                  #$28
                                                                  ;LAST COLUMN
034A;90
034C;2C
034F;A9
0351;20
             20
                         49
                                          BCC
                                                  J2
                                                                  NO BRANCH AROUND
            10 CO
                         50
                             RESET
                                          BIT
                                                  CKBDS
                                                                  CLEAR KEYBD STROBE
                         515234
                                                                  FRESET LINE SPACING
             1B
                                          LDA
                                                  #$1B
            F1
                 03
                                          JSR
                                                  COUT
                                                                  ;TO
0354169
                                                                  $6 LINES PER INCH
             41
                                          LDA
                                                  #$41
0356:20
                                          JSR
            F1
                 0.3
                                                  COUT
0359: A9
035B: 20
035E: 60
035F: C0
0361: 90
                         55
56
57
             00
                                          LDA
                                                  #$00
            F 1
                 03
                                          JSR
                                                  COUT
                                          RTS
                                                                  *RETURN TO CALLING PROGRAM
*TIME TO RESET COLUMN IND?
*MO_CONTINUE
                         58 59
            28
16
00
                                                  #$28
J2
                             J1
                                          BCC
0363:40
0365:49
0367:20
                                                  #$00
                         60 J7
                                                                  FRESET
                                          LDY
                                                                  PUT PRINTER IN BIT IMAGE
MODE BY SENDING ESC K 280
WHERE 280 = # OF DOTS ACROSS SCREEN
             1B
                         61
                                          LDA
                                                  #$1B
                         62
                                                  COUT
                                          JSR
            F1
                 03
                         63
036A:A9
            48
                                          LDA
                                                  #$4B
0360120
036F1A9
                 0.3
                         64
                                          JSR
                                                  COUT
            18
                         65
                                          LDA
                                                  #$18
0371:20
0374:A9
0376:20
            F1
01
                                          JSR
                                                  COUT
                 03
                         66
67
                                          LDA
                                                  #$01
                         68
                 03
                                          JSR
                                                  COUT
                             ******************
0379:0A
                         70
                             J2
                                          ASL.
                                                                  FSTART OF BASE LINE HI-RES
                                                  A
                         7172
73
037A:0A
037B:29
037D:85
                                                                  ALGORITHYM FROM
                                          ASL
                                                                  ;"APPLE-II HI-RES GRAPHICS: RESOLVING THE ;RESOLUTION MYTH", BOB BISHOP, THE APPLE ORCHARD,
                                          AND
                                                  #$1C
            1.B
                                                  FTR+1
                         77777777777
                                                                  ; VOL 1, NO. 2, FALL 1980
Ö37F:AD
            02
                                          LDA
                                                  LINE
                 0.3
0382:6A
0383:6A
                                          ROR
                                          ROR
0384:6A
0385:6A
0386:29
                                          ROR
                                                  A
                         78
                                          ROR
                         79
            03
                                          AND
                                                  #$03
                         89888
0388:05
038A:09
            1B
20
                                                  PTR+1
                                          ORA
                                                  #$20
                                          ORA
0.38A:09
0.38C:85
0.38E:AD
0.391:6A
0.392:29
0.394:85
                                                  FTR+1
             18
                                          STA
             02
                 03
                                          LDA
                                                  LINE
                         84
                                          ROR
             E0
                         85
                                          AND
                                                  #$E0
             14
                                          STA
                                                  PTR
0394:85
0396:6A
0397:6A
0398:29
0398:05
0390:85
                         87
                                          ROR
                         88
                                          ROR
            18
                         89
                                          AND
                                                  #$1B
                         90
                                                  PTR
             14
                                          DRA
                                                  FTR
                         91
                                          STA
             14
```

```
92
93
                         039E:AD 04 03
                                   LDA
                                         SCREEN
                                                       #WHICH SCREEN?
03A1:F0 07
03A3:A5 1B
                     94
                                   BEQ
                                          J3
                                                       BRANCH IF SCREEN 1
                     95
                                          PTR+1
                                   LDA
                                                       FGET HIGH BYTE
                     96
97
03A5:18
                                   CLC
03A6:69
03A8:85
                                   ADC
STA
                                          #$20
                                                       FADD FOR SCREEN 2
                     98
                                                      ISTR HIGH RESULT
IGET BYTE FROM HI-RES GRAPHICS BUFFER
ISTR IN PROCESS BUFFR
INEXT LINE
           1B
                                          PTR+1
03AA:B1
                     99
                                   LDA
                                          (PTR),Y
ÖJAC:9D
OJAF:EE
          05
02
              03
03
                    100
                                   STA
                                          BUFR , X
                    101
                                          LINE
03B2:E8
03B3:E0
03B5:90
                    102
                                   INX
                                                        *NEXT BUFFR
                    103
                                   CPX
                                                      #BUFFR FULL & BYTE
                                          #$08
          37
                                   BCC
                   104
                                         18
03B7:C8
03B8:C0
                    105
                                   INY
                                                       *NEXT COLUMN
                                                       *LAST COLUMN
*YES JUMP AR
                    106
107
           28
                                   CPY
                                          #$28
03BA:F0
03BC:AD
03BF:38
          09
                                   BEQ
                                         .14
                                                            JUMP
                                                                  AROUND
          02
              03
                   108
                                         LINE
                                   LDA
                                                       ‡NO RESET LINE COUNTER
                    109
                                   SEC
03C0:É9
           98
                    110
                                   SBC
                                          #$08
                                                       SUBTRACT
0302:80
0305:98
                                   ŠTĀ
TYA
          02 03
                    111
                                         LINE
                    112
                        14
                                                        SAVE Y
0306:48
                    113
                                   PHA
03C7:A0
03C9:A9
          07
                                   LDY
                                         #$07
                   114
                                                      *LOAD INDEX
          00
                    115 J5
                                   LDA
                                         #$00
                                                      CLEAR ALL BITS
03CB:A2
03CD:5E
03DO:2A
03D1:E8
                                                      FRESET INDEX
FOUSH BIT INTO CARRY
PUSH CARRY INTO A
                   116
117
                                         #$00
          00
                                   LDX
          05
              0.3
                                   LSR
                                         BUFR,X
                        J6
                   118
119
                                   ROL
                                         A
                                   INX
03D2:E0
03D4:90
03B6:20
                   120
121
122
123
124
                                   ČPX
BCC
          08
                                         #$08
                                                      FACCUM BYTE FULL ?
FIF BYTE NOT FULL CONTINUE
                                         J6
                                                      $SEND BYTE TO PRINTER
          F1
              03
                                   JSR
                                         COUT
03D9:88
03DA:D0
                                   DEY
          ED
                                   BNE
                                                      FGET NEXT BYTE FOR PRINT
03DC:A2
03DE:68
03DF:A8
                   125
126
127
                                         #$00
                                                      FRESET BUFFR INDEX
          00
                                   LDX
                                                        RETRIEVE COLUMN INDEX
                                   PLA
                                   TAY
CPY
BCC
                                                        AND PUT
03E0:C0
03E2:90
03E4:A9
03E6:20
03E9:A9
                   128
129
130
           28
                                                       FIF LAST COLUMN, CR
                                         #$28
           OA
                                         18
          OD
                                   LDA
                                         #$0D
                                                      FSEND OR TO PRINTER
          F1
              03
                   131
                                   JSR
                                         COUT
                   132
133
          OA
                                                      SEND LF TO PRINTER
                                   LDA
                                          #$0A
          F1
              0.3
                                   JSR
                                          COUT
                   134
135
03EE:40
              03
                        .18
                                   JMP
                                          LOOP 1
                        136
137
138
                               S/R FOR CHARACTER OUTPUT TO SLOT 1
03F1;
                        ************
                                                                              ************
03F1:8D 90 C0
03F4:AD C1 C1
03F7:C9 FE
                        COUT
                                   STA
                                         $COPO
SENSE
                                                      SEND BYTE TO CARD IN SLOT 1
GET PRINTER STATUS
                                                      GET PR
                                   LDA
CMP
                    139
                        BUSY
                                                               BUSY
                    140
                                         #$FE
03F91F0 F9
                    141
                                   BEQ
                                         BUSY
                                                      ;YES, CHECK AGAIN
03FB:60
                   142
                                   RTS
```

*** SUCCESSFUL ASSEMBLY: NO ERRORS

Listing 3: HOLE program. An example of how the GRPRINT program works.

```
PRINT D$; BLOAD GRPRINT.OBJO"
HGR : HCOLOR= 3
100
       REM
110 D$ =
120 PRI
130 HGR
       DEF FN X(I) = 140 + (Z * DEF FN Y(I) = 80 - (Z * FOR Z = 40 TO 80 STEP 10
                                             COS (I * 6.28 / 360))
SIN (I * 6.28 / 360))
140
150
160
170
             I = 0 TO 360 STEP 15
       FOR
180
       HFLOT 180,80
190
200
210
220
230
240
       HF'LOT
                  TO (
                         FN X(I)), (FN Y(I))
                   FN X(I)), (FN Y(I)) TO (FN X(I - 15)), (FN Y(I - 15))
       HPLOT
       NEXT
       NEXT
              768,0: POKE 769,160
771,30: POKE 772,0
       POKE
       POKE
250
       CALL
260
       END
```

To use GRPRINT, you must employ the following commands, which can be entered at the keyboard or under program control (see listing 3, lines 230 through 250):

BLOAD GRPRINT.OBJO POKE 768, STARTLINE POKE 769, FINISHLINE POKE 771, HORIZSPACE POKE 772, HSCREEN CALL 779

The POKE commands control the formatting of the output to the printer, where:

STARTLINE is the vertical line number on the screen where GRPRINT is to start printing

FINISHLINE is the vertical line number on the screen where GRPRINT is to finish printing

HORIZSPACE is 28 for a screen printout of $6\frac{1}{2}$ by $2\frac{7}{10}$ inches for a 280- by 192-dot screen, equal to 29 for a screen printout of $5\frac{1}{2}$ by $2\frac{7}{10}$ inches, or equal to 30 for a screen printout of $4\frac{3}{10}$ by $2\frac{7}{10}$ inches

HSCREEN is 0 for high-resolution screen 1 or 1 for high-resolution screen 2

Two Versions

GRPRINT for the IDS printer includes commands that put the printer in graphics mode, return it to the text mode, and refer to the number and orientation of the needles in the print head (see listing 1). Lines 27 to 36 put the IDS 445G into graphics mode, and lines 53 through 60 return the printer to text mode. The IDS 445G has six print needles available for use in the graphics mode, in which bit 0 of any byte accesses the uppermost print needle in the head. As a result, lines 26, 99, 106, 114, and 116 are printer-dependent.

In contrast, Epson MX-80 and MX-70 printers have eight print needles in their graphics mode (bit-image mode), in which bit 0 of any byte accesses the lowermost print needle in the head. Consequently, for the Epson (see listing 2), lines 24, 103, 110, 118, and 120 have indexes of 8, and line 118 is ROL A rather than ROR A. Lines 118 through 122 in listing 1 are specific to the IDS printer; they line up the byte to bit 0 (because of a six-needle head) and ensure that no control characters are sent inadvertently. These lines are not needed for Epson printers. Lines 131, 132, 133, and 134 in listing 1 send a carriage return (VTAB) to the printer and again are specific to the IDS 445G. Lines 130 through 133 in listing 2 are the equivalent codes for a carriage return for the Epson printer. Printer reference manuals will provide you with the information you need to make any necessary changes for other printers.

You may find that the Apple output routine (hexadecimal FDED) will generate some unexpected alterations to your output byte. This appears to be the case with the MX-70. Therefore, a character-output routine was added to the Epson listing to send the output bytes directly to the printer-interface card in slot 1 (see lines 135 through 142).

The HOLE program, shown in listing 3, gives an example of how to use the GRPRINT program. First BSAVE the appropriate version of the GRPRINT program onto your floppy disk, then run the HOLE program. In this example, lines 230 through 240 contain the POKE commands that control the format of the output to the IDS 445G printer. The resulting hard copy from the HOLE program is shown in figure 1. Entering a CTRL-D will stop GRPRINT and return you to the program or monitor.

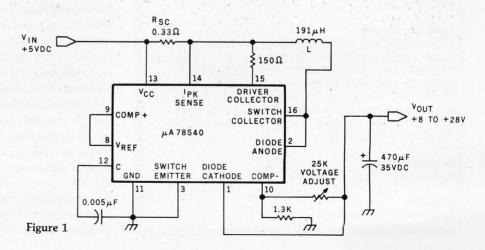
The GRPRINT program is a fast, simple method for getting graphics output from your Apple II Plus and IDS Paper Tiger 445G or Epson MX-80/70 printer.■

BYTE's Bugs

Power-Supply Diagram Error

A topological gremlin attacked Steve Ciarcia when he was preparing one of the schematic diagrams for his article "Switching Power Supplies: An Introduction" (November 1981 BYTE, page 36).

In figure 6a on page 43, the connections to the Fairchild 78S40 switching regulator are incorrect as shown, and the diode cathode connection is missing. The corrected diagram is shown here as figure 1.



Software Review

Condor Series 20 DBMS

Jack L. Abbott 8525 North 104th Ave. Peoria, AZ 85345

At a Glance

Name

Condor Series 20 DBMS, level 3, version 2.09

Database management system

Manufacturer

Condor Corporation POB 8318 Ann Arbor, MI 48107 (313) 769-3988

Price

5995

Disk Formats Available

8-inch soft-sector (IBM 3740 format), almost all 51/4-inch formats

Language

Machine language

Computer Needed

Runs on 8080-family and Z80 microprocessors under the CP/M, CDOS, and MP/M-80 operating systems. Also runs on 8086 and 8088 processors under the MS-DOS and CP/M-86 operating systems. Requires 48K bytes or more of RAM, 80-column by 24-line display with clear-screen capability and addressable cursor, two disk drives with at least 300K-byte total capacity, and printer with formfeed and form-length control, preferably with 132-column print capability

Documentation

Approximately 180 pages, loose-leaf

Audience

Anyone with database needs

A typical business microcomputer user may need special-purpose programs such as inventory management, mailing lists, and appointment calendars. One general-purpose program, a database management system (DBMS), can be used to do the work of these application programs. A DBMS will accept data in the format you establish, process this data as you instruct, and output it in the report format that you designate. The reports can be tables, checks, inventory lists, receipts, etc.

Condor Series 20 DBMS is a relational DBMS developed by Condor Computer Corporation of Ann Arbor, Michigan. (For brevity, I will refer to Condor Series 20 DBMS as Condor DBMS.) It requires a Z80 microcomputer or an 8080-family microprocessor with at least 48K bytes of RAM (random-access read/write memory) under the CP/M-80, CDOS, and MP/M-80 operating systems. The Condor DBMS also runs on 8086 and 8088 microprocessors under the MS-DOS and CP/M-86 operating systems. You need a 24-line by 80-column display terminal with screen-erase, line-wrap, and cursor-addressing capabilities. Two floppy-disk drives with a total capacity of at least 300K bytes of memory are needed. Hard-disk drives can be used if they are supported by the operating system. Condor requires a printer, preferably one with 132-column print capability, form feed, and form-length control.

Condor DBMS is available in three levels. Level 3 is the complete system and includes file management and transaction-processing capabilities (the ability to compare files), as well as the ability to join information from several databases. It includes a report writer and indexing, too. Level 2 offers all the above except for the report writer and the indexing capabilities, and Level 1 includes only the file management and transaction-processing capabilities. A purchaser of Level 1 can upgrade to Level 3 and will receive a credit of \$245 toward the purchase of the Level 3.

The program documentation is in two sections and totals about 180 pages in length. The first section begins with an explanation of how the Condor DBMS interfaces with CP/M or MP/M operating systems and tells how to make a copy of the master disk. You use the copy, of course, for day-to-day operation. The program examples that follow include building a portion of a general ledger, establishing and maintaining an employee file, and developing a mailing-list program. The second section of the manual is an alphabetical listing of each Condor DBMS command. The material is generally well organized and the presentation clear. If you are a newcomer to computing and are going to use Condor DBMS to develop an application program similar to the examples given, you should have no difficulty. It would be helpful if examples of other types of applications were included. The document is not indexed, and it should be.

Condor is preparing new documentation that will be organized somewhat differently. A separate Installation Guide will be provided for each computer and operating system for which the software is available. Thus, a user purchasing the Condor DBMS for an IBM Personal Computer with MS-DOS would receive a manual written specifically for that configuration. This should greatly ease the burden of initial setup for the inexperienced user.

I used two different database files for program familiarization and checkout. The first is a five-record inventory of mobile homes. Each record contains all the information about one mobile home arranged in eight descriptive sections called fields. All the records taken together make up a file. Condor DBMS can have a maximum of 32,767 records per file and as many as 1024 characters (bytes) per record divided among a maximum of 127 fields. No single field can be longer than 127 alphanumeric characters (letters, spaces, and/or numbers) or 10 digits. Because database management systems sometimes perform differently under different loads, my second database file has 2,150 records of five fields each, for a total of 10,750 data items. Later in this article, I will give you the results of my tests with the larger database file.

You adapt Condor DBMS to your system by selecting one of eight commonly used display terminals from a menu. If your terminal is not listed, you can furnish the program with the appropriate ASCII characters for clear-screen and cursor-addressing functions. After you receive the program package, you must sign and return the license agreement. Condor Computer Corporation will then send you a six-digit license number. You must enter the number every time you use Condor DBMS, or the program will handle only 50 records. I don't like this feature; it is one more number that I must remember.

A Typical Application

The first step in developing the representative mobile home inventory program, named MOBINV, is to define the input data format. To load Condor DBMS, you type in "DBMS". Next you type in the command "DEFINE MOBINV". Condor DBMS then brings up a screen that is blank except for an instruction legend at the bottom. Condor provides full-screen editing; you can move the cursor anywhere on the screen, typing in at the cursor location information like that shown in listing 1. In this example, I aligned each field label on the left margin. Later in this article, you will see an example of a different input data format generated by using this same Define command.

Next you define the attributes of each field. Condor DBMS will display each field label sequentially. You enter whether the field is alphanumeric, alphabetic, numeric, dollar, or Julian (date field). Then you type in field length. Here is an example using the first two lines of the MOBINV input data format:

- 1. RECORD.NUMBR: N,2, -32767,32767,"
- 2. STOCK.NUMBR: AN,15,0,15,"

Condor DBMS displays RECORD.NUMBR. You enter "N" for numeric, and "2" for 2 bytes in length. Condor DBMS fills out the rest of the line. The quotation marks hold the default value for each field. Because this program uses hexadecimal (base 16) numeric storage, 2 bytes give the capability of storing up to ±32,767 decimal (7FFF hexadecimal). One ASCII number requires 1 byte

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Listing 1: A representation of the Condor DBMS screen display during definition of an input data format. This example defines the format for a mobile homes inventory. Condor DBMS requires placing field labels in brackets and using underscores to show the number of characters in each field.

[RECORD.NUMBR]	Note:	This is the first action
[STOCK.NUMBR]		required to define the
[SUPPLIER]		input data format. Field
[MODEL]		labels are typed in
[DATE.ORD]		brackets. Dashes are the
[DATE.RECVD]		number of characters.
[COST]:\$		
[SALE.PRICE]:\$		

Rep Mode: Ins mode (Ctl A) Abort (Ctl C) End (Ctl E) Refresh Screen (Ctl R)

Listing 2: A representation of the screen display of five records in the MOBINV database of mobile homes. Condor DBMS generated the display in response to the command LIST MOBINV BY RECNR STOCK.NUMBR SUPPLIER MODEL DATE.ORD DATE.REC COST SALE.PRICE.

RECNR	STOCK.NUMBR	SUPPLIER	MODEL	DATE.ORD	DATE.REC	COST	SALE.PRICE
1	1234567 XY Z	PALM HARBOR	3BR2BA6@F	01/05/81	02/20/81	14375.00	18000.00
2	123456XYZ	NASHUA	1BR15BA4ØF	03/02/81	04/06/81	12789.00	16000.00
3	23455MNB	LAYTON	2BR1BA40F	01/03/81	02/04/81	14000.00	18585
4	234567ABCDE	AIRSTREAM	1BR1BA32F	01/06/81	03/06/81	21000.00	24000.00
5	TRW14578	SKYLINE	2BR1BA79F	04/03/81	05/08/81	24987.65	31650.00

for storage. Two hexadecimal numbers can be stored in 1 byte. The largest number Condor DBMS will handle is $\pm 2,148,373,647$ decimal. Four bytes are required to store a number of this size. For STOCK.NUMBR, you enter "AN" for alphanumeric and "15" for the maximum number of characters in the field. You define each field in this manner.

After you have defined the input data format, you use the Enter command to get a screen display like the one in listing 1 but without the brackets. You then type in the appropriate data for the five mobile homes in the inventory example. You again have full-screen edit capability available. Condor DBMS stores the entered data in a disk file.

You can display the stored MOBINV records by entering the following command:

LIST MOBINV BY RECNR STOCK.NUMBR SUPPLIER MODEL DATE.ORD DATE.REC COST SALE.PRICE

Listing 2 is a representation of the video display of the five records of the MOBINV database. In this case, I asked Condor DBMS to include all the fields in each record of MOBINV. You can specify which fields you

want displayed. If you want to print this display, Condor DBMS assumes that you have a 132-column printer and will not provide a linefeed until you reach 132 characters. If the printer has only 80 columns, printing any record over 80 characters in length will cause all characters between 80 and 132 to be overprinted at the beginning of the line. Use of the *screen-format* report output described later in this article will solve this problem.

Using English-like commands, you can have Condor DBMS sort the file on any field desired. You can select records by specifying logical comparisons, including less than, greater than, equals, not equal, equal or less than, and equal or more than. For example, you can ask for mobile homes received after May 1981 by entering the command SELECT MOBINV WHERE DATE.RCVD GE 06/01/81 (GE is greater than or equal to). Those units (records) meeting this criterion will be written to a Result file. You can then select all units in the Result file costing less than \$25,000, for example. Again, the mobile homes meeting the selection criterion will be written in a Result file. At any point, you can cause the contents of the Result file to be displayed or printed. An example in the Condor DBMS manual shows how to select wanted names and addresses of customers from a master list. Names of those customers who have not made a purchase

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SALE PRICE STOCK NUMBER MANUFACTURER MODEL 123455XYZ NASHUA 1BR15BA40F 16000.00

Listing 4: A summary of the attributes of the input data format in the database used to test Condor DBMS. "AN" after each field name stands for alphanumeric. The numbers that follow indicate the length of each field and the minimum and maximum values of the data that the field can hold.

> REORDER.FLAG: AN,1,0,1 STOCK.NUMBER: AN, 5, 0, 5 TYPE: AN, 2, 0, 2 CUANTITY: AN, 4,0,4 BASE.METAL: AN, 3, 6, 3

Record Size (Bytes) = 16

Total Records = 2150

or been contacted within a specified time are placed in a Result file. This data is then used to print mailing labels. Mailing-label printing is limited to one label across; hence, single-label rolls must be used. This is more expensive and slower than using rolls with multiple labels across.

A similar technique can be used to print an invoice when one of the mobile homes is sold. Listing 3 shows an invoice printout example from the MOBINV database. Condor DBMS calls this type of report a screen format.

An actual inventory program would include another field in the input data format so that you could flag those units that were sold. (To flag a record, you enter a character in a field so that later the record can be selected by testing the field. A "Y" for yes would be entered in a field labeled SOLD.) In our example, I arbitrarily selected the NASHUA as the mobile home that was sold. To extract the record from the database, you type in the command:

A>> SELECT MOBINV WHERE SUPPLIER EQ **NASHUA**

This action tells Condor DBMS to scan the supplier field of all the records in the MOBINV database and place all records with NASHUA in the supplier field in a Result file. In the MOBINV example, there is only one such record. You can use the screen-format procedure to generate an invoice form called MINVOICE. This form might have the heading "COPPERSTATE MOBILE HOMES" and labels like "STOCK NUMBER," "MANUFACTURER," etc. To set up a format for this form, you would use procedures similar to those that generated the display represented in listing 1. Instead of putting the field labels down the left margin, you can place them wherever you want them on the screen display, and Condor will remember their placement. You can include any other written information that you want on the form. This procedure produces a formatted-report output for invoices, checks, etc. Most database management systems use much more complex procedures for this function.

Next you might type in the command:

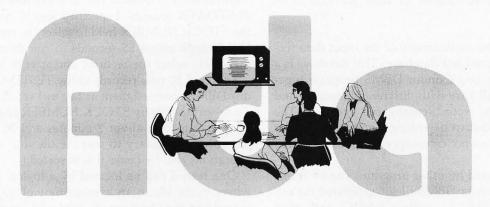
B>> PROJECT RESULT BY STOCK.NUMBR SUPPLIER MODEL SALE.PRICE

This command extracts the field data to print on the MINVOICE form. Then you could type the command PRINT MINVOICE to get a result like that shown in listing 3. In this instance, I changed the input-data-form field label from SUPPLIER to MANUFACTURER on the invoice form header. This report will accept field data from only one file at a time. If you want to include the name and address of the purchaser on the example invoice, then you must add data fields that include this information to the MOBINV input data format. You cannot directly select data from one file that contains the names and addresses of customers and another separate MOBINV file that contains the invoice data and combine this data to print out the invoice form.

This example shows what is possible with this kind of report output. In a real-life situation, stock forms would generally be used with printed title and header (label) information. Because changes in stock forms are often forced by circumstances, Condor's easy methods of making such changes are an important feature.

The screen format is one type of report that the Condor DBMS will generate. There are four others:

- 1. Columnar format—desired fields selected and printed in columns
- 2. Columnar format with statistics-field maximum, minimum, average, and totals are included for the selected fields
- 3. Summary format-includes subtotals and totals for selected fields



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4. Statistical format—(see 2 above) no detailed information shown, just summaries of data for groups of records

Listing 4 is an attribute summary of the input data format for my 2150-record test database. This database is a simple vehicle for testing Condor DBMS program functions. The results will vary with different equipment and varying field lengths, record lengths, file sizes, etc. The tests are only intended to determine significant Condor DBMS features and are not extensive enough to be benchmark tests.

ASCII files generated by other programs can be transferred to or from Condor DBMS files. I generated the test file (named TESTDATA) with CBASIC and then transferred the file to Condor DBMS. The STOCK.NUMBER field contains 2150 randomly selected whole numbers (integers) in the range from 0 to 99,999. The QUANTITY field has sequential numbers from 5000 to 7149. The BASE.METAL field contains alphanumeric characters SIL, GOL, or MAG in a random sequence. The other fields contain random numeric data.

In the preceding MOBINV examples, I executed commands one at a time. You could use CP/M's ED (editor) or some word processors to build a command file containing sequenced commands, but knowledge of the Condor DBMS programming language is necessary. The language has an English-like format and is easy to master.

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I entered 50 new records in the TESTDATA file. Condor DBMS accepted them as fast as I could type them in. To re-sort the file by STOCK.NUMBER after entering the new records took about 2 minutes and 30 seconds. It is not strictly necessary to sort the file, but most program operations will be faster if it is sorted.

One record can be located by a logical selection anywhere in the file in an average time of 10 seconds. The record can then be printed, displayed, or edited.

This article presents an overview of the capabilities of Condor DBMS. The inventory examples demonstrate only a limited number of the 41 commands available. Several commands are tailored to handle accounting functions. One of these, the Post command, matches records of the first database file with those of a second, then updates the records of the first with field data from the second for specified fields. At the same time, Post creates a third database file called Result containing all of the fields of the first database that matched those of the second.

The Change command changes the data contents of one or more fields of each record of an entire file to new specified values. Because Change does not include logical selection of records to be changed, you must do this with a separate operation.

The Compute command does mathematical operations (addition, subtraction, multiplication, and division) on field data. In a series of mathematical operations, Condor DBMS gives no priority to operands or parentheses. The operations are carried out from left to right. Care must be exercised in setting up the series so that normal mathematical operation priorities are observed and the desired results obtained.

Condor DBMS lets you run most of the CP/M or MP/M operating system commands without leaving the DBMS and returning to the operating system. Condor DBMS provides equivalent commands for several of the few CP/M commands that do not run on Condor DBMS.

Conclusions

- The Condor DBMS is one of the best. It is fast and will handle almost any application. The Condor DBMS is particularly effective in accounting functions and personnel record processing.
- You must learn a new programming language to use Condor DBMS effectively. The language has an English-language format and is easy to master.
- Examples of different types of applications programs should be included in the documentation.
- Condor DBMS makes no provision for database security.
- Formatted reports (including checks, invoices, inventory lists, etc.) are simple to generate. ■

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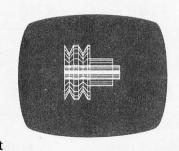
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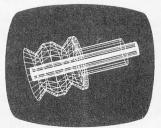


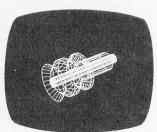
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Useful diagnostic information is not hard to obtain, as an example coded for the 8080 processor shows.

H. R. Pinnick Jr. POB 3604 Bartlesville, OK 74005

Although memory-test programs often indicate the presence of a memory error at a given memory location, they often fail to locate the particular memory component that is malfunctioning. We can learn not only the address of the error, but also sufficient information to indicate which memory device (static or dynamic) is causing the problem, by using a convenient algorithm. This algorithm is fast, aids in flagging memory-decoding problems, and helps distinguish between hard and soft memory errors. Since it is analogous to the rotating barber pole found at many barber shops, it is called the "barberpole" algorithm. First, a brief discussion of other memory tests is appropriate so that they can be compared with the barber-pole memory test.

About the Author

H. R. Pinnick Jr. has a PhD from Indiana University and is a computer engineer at Applied Automation Inc. He has been involved in the field of electronics for the past 20 years, beginning with the repair of airborne radar systems. His current research interests are interfacing microcomputers to existing chemical instrumentation and the development of new instrumentation based upon microcomputers. His hobbies include flying, chemistry, electronics, and reading.

Memory Tests

Many memory-test programs are available, for example, the walking-address memory test. Starting at a user-given even memory address, the algorithm writes the most significant byte of the address in the even mem-

Memory-decoding problems can be probed if the test pattern is appropriately chosen.

ory location and then verifies the byte's contents. Next, the least significant byte of the address is written in the odd or next memory location and is verified. Last, the program goes back to the starting address and verifies all locations. This memory test is rapid, but it can miss hard memory errors (a bit stuck at 1 or 0).

Another test stores the hexadecimal bit pattern 55 (01010101 binary) in the even locations and AA (10101010 binary) in the odd locations, then verifies all locations. The test is repeated, using AA in the even locations and 55 in the odd locations. This rapid test finds both hard and soft errors. (A soft error occurs when the current state of a dynamic-mem-

ory bit is changed by ionizing radiation from the plastic or ceramic integrated-circuit package.) This test has no cross-check specifically for soft errors, except by running the test again.

The most extensive memory-test algorithms are probably the galloping-read test and galloping-write test. The galloping-read test clears memory to all zeros in all locations and stores FF hexadecimal (11111111 binary) in a specified starting address. The test reads all other locations and verifies the presence of 00 hexadecimal, except for the memory byte with FF. Next, the byte with FF is cleared, FF is written in the next memory location, and the reading and verification of all locations are repeated until the last memory location is reached.

The galloping-write test clears memory and stores FF in a specified starting address. The test writes 00 hexadecimal to all other locations and verifies each write. The address of FF's location is verified when found. Next, the byte with FF is cleared and moved to the next memory location. The writing and verification of all locations in this manner are repeated until the last memory location is reached.

The latter two memory tests are ex-

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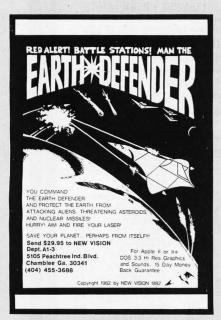
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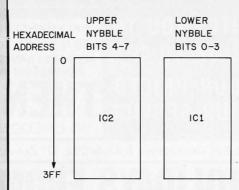


Figure 1: Memory organization of type-2114 static-memory components. These are organized by nybbles in 8-bit words, for a total of 4K bytes.

,					
	Binary		Hex	adecima	1
0000		0000		(00)	
0001		0001		(11)	
0010		0010		(22)	
0100		0100		(44)	
1000		1000		(88)	
1110		1110		(EE)	
1101		1101		(DD)	
1011		1011		(BB)	
0111		0111		(77)	

Table 1a: Barber-pole pattern to test memories organized in 8-bit words by nybbles, such as type-2114 devices, as shown in figure 1. Nine elements are in the table.

Bir	nary	Hexadecimal
0000 0000 0000 0000 0000 0001 0010 0100 1111	0000 0001 0010 0100 1000 0000 0000 000	(00) (01) (02) (04) (08) (10) (20) (40) (80) (FE)
1111 1111 1111 1110 1101 1011 0111	1110 1101 1011 0111 1111 1111 1111	(FD) (FB) (F7) (EF) (DF) (BF) (7F)

Table 1b: Barber-pole pattern to test memories organized in 8-bit words by bits, such as type-4116 devices, as shown in figure 2. Seventeen elements are in the table.

cellent for the location of memoryoverlap problems, but are extremely time-consuming when running a test on previously operational memory. The main limitation of all these tests is their failure to indicate with a high degree of certainty which memory component has a hard error.

Barber-Pole Memory Test

The use of a memory-test program that "barber poles" (rotates by shifting) a binary 1 or 0 across a field of oppositely valued bits in each byte provides for the identification of a defective memory component failing repeatedly as a hard error. Soft errors are not specially flagged, but because of the structure of the error printout, we can surmise that a particular bit error was a soft error. In addition, if the number of elements of the barber pole is appropriately chosen, memory-decoding problems can be probed.

First, let us consider the test of type-2114 static 1024 by 4-bit memories. In a memory configuration using 2114s, one 2114 is the lower nybble of the memory block, and the other is the upper nybble (see figure 1). A pattern that exercises each bit in each chip and provides information about the specific memory chip in error is shown in table 1a. The pattern rotates a binary 1 across a field of four 0s, then rotates a 0 across a field of four 1s.

This is the same approach used for the type-4116 dynamic 16K by 1-bit memories, except that rotation of a 1 or 0 through a field of eight 0s or eight 1s, respectively, is used (see table 1b). The patterns differ because of the different organization of storage in the two memory systems. With this approach, we can determine which memory chip is defective.

Consider the following example. We shall assume that the memory being tested is a group of eight 4116 16K-bit dynamic memories with a storage layout as shown in figure 2, containing an error at address 0000 hexadecimal. The error at 0000 was chosen only to provide the sequence of error messages to be discussed later. The substitution of any other address for address 0000 provides the

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same error messages, but in a different sequence.

If the bit at address 0000 in IC3 (in figure 2) is stuck at 1, an error message can provide us with the information shown in listing 1a. By looking at the bit patterns in the "found value" column of listing 1a, we can tell that bit 2, the third from the right in the binary representation, is always high. If the bit at address 0000 in IC3 in figure 2 is stuck at 0, the error message provides the information shown in listing 1b. The bit pattern of the found value indicates that bit 2 is always low. With the knowledge of the address mapping of the memory components and the found-bit pattern, we can determine exactly which integrated circuit is bad.

Soft memory errors should not give all the error messages in listings 1a and 1b. We would normally expect only one of the nine error messages of listing 1. Memory-decoding errors of the type where two different memory addresses access the same byte or bytes are signified by the odd number

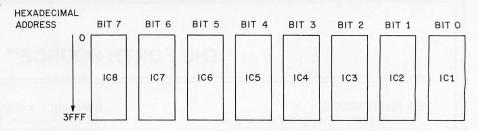


Figure 2: Memory organization of type-4116 dynamic-memory components. These are organized by bits in 8-bit words, for a total of 16K bytes.

of elements (9 or 17), but the exact results of the error-message display are uncertain since I was unable to test this feature specifically.

Memory-Diagnostic Program

The barber-pole test program, shown in listing 2 on pages 422 through 442, is written in assembly language for the Intel 8080 and 8085 microprocessors. It begins with an initialization section to set the stack pointer and zero the error flag. The starting address of the memory test in hexadecimal radix is requested from the user, accepted by the subroutine

GETHX, and stored. Next, the ending address of the memory segment to be tested is requested in the same manner. A test is made to ensure that the starting address is less than or equal to the ending address. If not, an error message is sent to the console, and the program asks for the starting and ending addresses again. When valid addresses have been entered, the number of bytes to be tested is computed and stored.

Upon completion of the above, the pattern length (stored in PATLN) and number of cycles (NCYCL) are initialized, and the memory address of

Text continued on page 444

Listing 1a: Error messages produced by the barber-pole memory-test program when the error being detected is a single bit stuck at the value of 1 in one of the components, IC3 (see figure 2).

				Message					Bin Represe of Foun	entation
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	00,	FOUND	04	0000	0100
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	01,	FOUND	05	0000	0101
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	02,	FOUND	06	0000	0110
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	08,	FOUND	0C	0000	1100
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	10,	FOUND	14	0001	0100
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	20,	FOUND	24	0010	0100
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	40,	FOUND	44	0100	0100
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	80,	FOUND	84	1000	0100
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	FD,	FOUND	FF	1111	1111

Listing 1b: Error messages produced when the error is a bit stuck at 0 in IC3.

	Message				Binary Representation of Found Value					
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	04,	FOUND	00	0000	0000
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	FE,	FOUND	FA	1111	1010
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	FD,	FOUND	F9	1111	1001
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	F7,	FOUND	F3	1111	0011
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	EF,	FOUND	EB	1110	1011
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	DF,	FOUND	DB	1101	1011
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	BF,	FOUND	BB	1011	1011
MEMORY	ERROR	AT	0000	HEX,	EXPECTED	7F,	FOUND	7B	0111	1011

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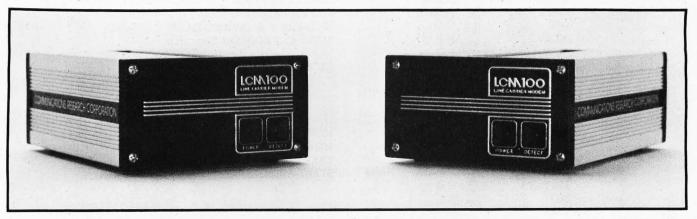
Listing 2: The barber-pole memory-test program coded in assembly language for the Intel 8080 and 8085 microprocessors. (Portions of the code are copyright 1977 by the Intel Corporation, provided here through the courtesy of that company.)

TITLE 'MEMORY	TEST PROGRAM USI	NG A BARBER POLE 1:	2/14/80 MOD 1.0'
*****	*******	*******	
		E	QUATE TABLE
CHIN CHOUT CONST CR ESC HCHAR LF LNPAT	EQU EQU EQU EQU EQU EQU EQU EQU EQU	OECH OECH OEDH ODH 1BH OFH OAH	; CONSOLE INPUT PORT 8251 ; CONSOLE OUTPUT PORT 8251 ; CONSOLE STATUS INPUT PORT 8251 ; ASCII CARRIAGE RETURN CHARACTER ; ASCII ESCAPE CHARACTER ; MASK FOR REMOVING UPPER NYBBLE ; ASCII LINE FEED CHARACTER ; PATTERN LENGTH ; 9 FOR NK × 4 MEMORY COMPONENTS
NZERO	EQU	OFH	; 17 FOR NK × 1 MEMORY COMPONENTS ; ALSO NEED TO CHANGE PATRN AT END OF ; THE PROGRAM ; NON-ZERO VALUE
PRTYO	EQU	7FH	; MASK TO CLEAR PARITY BIT FROM CONSOLE ; CHAR
RBR SPLOC IRDY	EQU EQU EQU	02H 3F00H 01H	; MASK TO TEST RECEIVER STATUS ; STACK POINTER LOCATION ; MASK TO TEST TRANSMITTER STATUS
	* * * * * * * * * * * * * * * * * * * *	******	***********
*******	ORG	3000Н	
INPUTS: NONE OUTPUTS: NO CALLS: CROU DESTROYS: A, JUMPS: NONE DESCRIPTION	EGIN—MAIN ROUTING E DINE JT,ERROR,GETHX,MSC,B,C,D,E,H,L,F/F'S : THE PROGRAM (00H,11H,22H,44 IS AN ATTEMPT FOR NK × 4 ME (00H,01H,02H,04 0DFH,0BFH,7FH ERROR.	E DOES A BARBER-POL H,88H,0EEH,0DDH,0BE TO FLAG ANY MEMO MORIES. ON NK × 1 1 H,08H,10H,20H,40H,80	E TEST ON MEMORY USING THE PATTERN BH,77H). THE ODD NUMBER ORY OVERLAP. THIS BARBER POLE WILL WORK MEMORIES, THE USE OF THE PATTERN OH,0FEH,0FDH,0FBH,0F7H,0EFH, MINING THE SPECIFIC CHIP IN
INPUTS: NONE OUTPUTS: NO CALLS: CROU DESTROYS: A IUMPS: NONE DESCRIPTION	EGIN—MAIN ROUTING E DINE JT,ERROR,GETHX,MSC,B,C,D,E,H,L,F/F'S : THE PROGRAM (00H,11H,22H,44 IS AN ATTEMPT FOR NK × 4 ME (00H,01H,02H,04 0DFH,0BFH,7FH ERROR.	E DOES A BARBER-POL H,88H,0EEH,0DDH,0BE TO FLAG ANY MEMO MORIES. ON NK × 1 1 H,08H,10H,20H,40H,80	BH,77H). THE ODD NUMBER ORY OVERLAP. THIS BARBER POLE WILL WORK MEMORIES, THE USE OF THE PATTERN H,0FEH,0FDH,0FBH,0F7H,0EFH,
INPUTS: NONE OUTPUTS: NO CALLS: CROU DESTROYS: A, JUMPS: NONE DESCRIPTION	EGIN—MAIN ROUTING E DINE JT,ERROR,GETHX,MSC,B,C,D,E,H,L,F/F'S : THE PROGRAM (00H,11H,22H,44 IS AN ATTEMPT FOR NK × 4 ME (00H,01H,02H,04 0DFH,0BFH,7FH ERROR.	E DOES A BARBER-POL H,88H,0EEH,0DDH,0BE TO FLAG ANY MEMO MORIES. ON NK × 1 1 H,08H,10H,20H,40H,80	BH,77H). THE ODD NUMBER ORY OVERLAP. THIS BARBER POLE WILL WORK MEMORIES, THE USE OF THE PATTERN H,0FEH,0FDH,0FBH,0F7H,0EFH,
INPUTS: NONE OUTPUTS: NO CALLS: CROU DESTROYS: A IUMPS: NONE DESCRIPTION	EGIN—MAIN ROUTING E DINE JT,ERROR,GETHX,MSC,B,C,D,E,H,L,F/F'S THE PROGRAM (00H,11H,22H,44 IS AN ATTEMPT FOR NK × 4 ME (00H,01H,02H,04 0DFH,0BFH,7FH ERROR. N SECTION DI LXI XRA STA	E DOES A BARBER-POL H,88H,0EEH,0DDH,0BE TO FLAG ANY MEMO EMORIES. ON NK × 1 1 H,08H,10H,20H,40H,80 H) WILL AID IN DETER: SP,SPLOC A	SH,77H). THE ODD NUMBER ORY OVERLAP. THIS BARBER POLE WILL WORK MEMORIES, THE USE OF THE PATTERN OH,0FEH,0FDH,0FFH,0EFH, MINING THE SPECIFIC CHIP IN ; DISABLE INTERRUPTS ; LOAD STACK POINTER ; ZERO < A>
INPUTS: NONE OUTPUTS: NO CALLS: CROU DESTROYS: A IUMPS: NONE DESCRIPTION INITIALIZATION BEGIN:	EGIN—MAIN ROUTING E DINE JT,ERROR,GETHX,MSC,B,C,D,E,H,L,F/F'S THE PROGRAM (00H,11H,22H,44 IS AN ATTEMPT FOR NK × 4 ME (00H,01H,02H,04 0DFH,0BFH,7FH ERROR. N SECTION DI LXI XRA STA	E DOES A BARBER-POL H,88H,0EEH,0DDH,0BE TO FLAG ANY MEMO EMORIES. ON NK × 1 1 H,08H,10H,20H,40H,80 H) WILL AID IN DETER: SP,SPLOC A	SH,77H). THE ODD NUMBER ORY OVERLAP. THIS BARBER POLE WILL WORK MEMORIES, THE USE OF THE PATTERN OH,0FEH,0FDH,0FFH,0EFH, MINING THE SPECIFIC CHIP IN ; DISABLE INTERRUPTS ; LOAD STACK POINTER ; ZERO < A>
INPUTS: NONE OUTPUTS: NO CALLS: CROU DESTROYS: A IJUMPS: NONE DESCRIPTION INITIALIZATION BEGIN:	EGIN—MAIN ROUTING E DINE JT,ERROR,GETHX,MSC,B,C,D,E,H,L,F/F'S THE PROGRAM (00H,11H,22H,44 IS AN ATTEMPT FOR NK × 4 ME (00H,01H,02H,04 0DFH,0BFH,7FH ERROR. N SECTION DI LXI XRA STA	E DOES A BARBER-POL H,88H,0EEH,0DDH,0BE TO FLAG ANY MEMO EMORIES. ON NK × 1 1 H,08H,10H,20H,40H,80 H) WILL AID IN DETER: SP,SPLOC A	SH,77H). THE ODD NUMBER ORY OVERLAP. THIS BARBER POLE WILL WORK MEMORIES, THE USE OF THE PATTERN OH,0FEH,0FDH,0FFH,0EFH, MINING THE SPECIFIC CHIP IN ; DISABLE INTERRUPTS ; LOAD STACK POINTER ; ZERO < A>

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BYTE December 1982

CALL

```
MAIN1
                                                     ; IF CARRY = 0, INVALID DATA
                 JNC
                 MOV
                                   H.B
                                                     ; MOVE START ADDRESS TO < HL>
                 MOV
                                   L,C
                                                     : STORE START ADDRESS
                 SHLD
                                   MEMST
GET END ADDRESS
MAIN2:
                 LXI
                                                     : POINT TO 'ENTER ADDRESS OF MEMORY END
                                   H.MESG2
                                                     ; IN HEX'
                 MVI
                                    B.MESI.2
                                                     : LENGTH OF MESSAGE 2
                 CALL
                                    MSGL
                                                     : OUTPUT MESSAGE
                  CALL
                                    GETHX
                                                     ; GET END ADDRESS
                 JNC
                                    MAIN2
                                                     ; IF CARRY = 0, INVALID DATA
                  MOV
                                    H.B
                                                     ; MOVE END ADDRESS TO < HL>
                  MOV
                                    L,C
                  SHLD
                                   MEMND
                                                     : STORE END ADDRESS
;TEST FOR START ADDRESS > END ADDRESS AND COMPUTE
:THE NUMBER OF BYTES TO BE TESTED
                  XCHG
                                                     ; MOVE END ADDRESS TO < DE>
                  LHLD
                                    MEMST
                                                     ; MOVE START ADDRESS TO < HL>
                  MOV
                                                     ; TAKE THE 2'S COMPLEMENT OF THE
                                    A,H
                  CMA
                                                     ; START ADDRESS
                  MOV
                                    H.A
                  MOV
                                    A,L
                  CMA
                  MOV
                                   L,A
                  INX
                                    Η
                  DAD
                                    D
                                                     ; ADD END ADDRESS TO 2'S COMPLEMENT OF
                                                      ; START ADDRESS
                 JC
                                    MAIN3
                                                     ; IF CARRY = 1, THEN START ADDRESS < = END
                                                      ; ADDRESS. JUMP OVER NEXT SECTION
                 LXI
                                    H.MESG3
                                                     ; POINT TO 'ERROR: MEMORY START ADDRESS
                                                      ; > MEMORY END ADDRESS
                  MVI
                                    B, MESL3
                                                       LENGTH OF MESSAGE 3
                  CALL
                                    MSGL
                                                     ; OUTPUT MESSAGE
                                    CROUT
                                                      ; OUTPUT CR AND LF
                  CALL
                  JMP
                                    MAIN1
                                                      ; START OVER
MAIN3:
                                                      ; COMPUTE NUMBER OF BYTES TO BE TESTED
                  INX
                                    H
                                                      ; STORE NUMBER OF BYTES
                  SHLD
                                    NBYTE
;SET UP REGISTERS TO ESTABLISH THE BARBER-POLE PATTERN
                  MVI
                                    A, LNPAT
                                                      ; SET PATTERN LENGTH
                                                      ; AND STORE PATTERN LENGTH
                  STA
                                    PATLN
                  STA
                                    NCYCL
                                                      ; AND STORE IN NUMBER OF CYCLES
                                                      ; LOAD < BC > WITH TOP OF PATTERN TABLE
                  LXI
                                    B, PATRN
                                                      ; AND SAVE ON STACK
                  PUSH
                                    В
MAIN4:
                                                     ; MOVE NUMBER OF BYTES TO < HL>
                  LHLD
                                    NBYTE
                  XCHG
                                                      : THEN TO < DE>
                                                      ; LOAD < HL> WITH START ADDRESS
                  LHLD
                                    MEMST
;PUT THE BARBER-POLE PATTERN IN R/W MEMORY
MAIN5:
                  LDAX
                                    В
                                                     ; MOVE PATTERN ELEMENT TO <A>
                  MOV
                                                      ; AND STORE IN MEMORY
                                    M,A
                  INX
                                    В
                                                      ; POINT TO NEXT PATTERN ELEMENT
                  INX
                                    H
                                                      ; INCREMENT MEMORY POINTER
                  DCX
                                    D
                                                      ; DECREMENT NUMBER OF BYTES
                  MOV
                                    A,E
                                                      ; TEST FOR NUMBER OF BYTES = 0
                  ORA
                                    D
```

GETHX

; GET START ADDRESS



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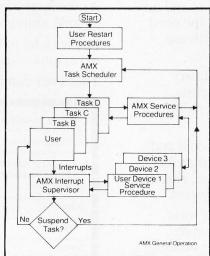
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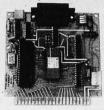
```
JZ
                                    MAIN6
                                                      ; IF ZERO, JUMP TO NEXT SECTION
                  LDA
                                    PATLN
                                                      ; LOAD < A > WITH PATTERN LENGTH
                  DCR
                                    A
                                                      ; AND DECREMENT
                  STA
                                    PATLN
                                                      ; STORE DECREMENTED PATTERN LENGTH
                  INZ
                                    MAIN5
                                                      ; IF PATTERN LENGTH <> 0, THEN LOOP
                  POP
                                    B
                                                       RESTORE PATTERN STARTING POINT TO <BC>
                  PUSH
                                    B
                                                      ; AND PUT BACK ON STACK
                  MVI
                                    A, LNPAT
                                                      ; SET PATTERN LENGTH
                                                      ; AND STORE
                  STA
                                    PATI.N
                  JMP
                                    MAIN5
                                                      ; LOOP
;SET UP REGISTERS TO TEST THE BARBER-POLE PATTERN
MAIN6:
                                    В
                  POP
                                                      ; RESTORE PATTERN STARTING POINT TO <BC>
                  PUSH
                                    B
                                                      ; AND PUT BACK ON STACK
                  MVI
                                    A.LNPAT
                                                      ; SET PATTERN LENGTH
                  STA
                                    PATIN
                                                      ; AND STORE
                  LHLD
                                    NBYTE
                                                      ; MOVE NUMBER OF BYTES TO < HL>
                  XCHG
                                                      ; THEN TO < DE>
                  LHLD
                                    MEMST
                                                      ; LOAD < HL> WITH START ADDRESS
TEST THE BARBER-POLE PATTERN
MAIN7:
                 LDAX
                                    В
                                                     ; MOVE PATTERN ELEMENT TO <A>
                  CMP
                                    M
                                                      ; AND COMPARE TO MEMORY CONTENTS
                  CNZ
                                    ERROR
                                                     ; IF NOT THE SAME, THEN ERROR
                  INX
                                    В
                                                      ; POINT TO NEXT PATTERN ELEMENT
                                    Н
                  INX
                                                      ; INCREMENT MEMORY POINTER
                  DCX
                                    D
                                                      ; DECREMENT NUMBER OF BYTES
                  MOV
                                    A,E
                                                      ; TEST FOR NUMBER OF BYTES = 0
                                   D
                  ORA
                  IZ
                                   MAIN8
                                                      ; IF ZERO, JUMP TO NEXT SECTION
                  LDA
                                    PATLN
                                                      : LOAD < A > WITH PATTERN LENGTH
                  DCR
                                                       AND DECREMENT
                                    A
                  STA
                                    PATLN
                                                       STORE DECREMENTED PATTERN LENGTH
                  JNZ
                                    MAIN7
                                                       IF PATTERN LENGTH <> 0, THEN LOOP
                  POP
                                                      ; RESTORE PATTERN STARTING POINT TO < BC>
                                    B
                                                      ; AND PUT BACK ON STACK
                  PUSH
                                    B
                                                      ; SET PATTERN LENGTH
                  IVM
                                    A, LNPAT
                                                     ; AND STORE
                  STA
                                    PATLN
                  JMP
                                    MAIN7
                                                      ; LOOP
;SHIFT THE BARBER-POLE PATTERN BY ONE AND TEST FOR
;LAST SHIFT
MAIN8:
                  POP
                                    В
                                                      ; RESTORE PATTERN STARTING POINT TO < BC>
                  INX
                                    В
                                                      ; SHIFT BARBER-POLE PATTERN BY ONE
                  PUSH
                                    В
                                                       AND PUT BACK ON STACK
                  MVI
                                    A, LNPAT
                                                       SET PATTERN LENGTH
                  STA
                                    PATLN
                                                       AND STORE PATTERN LENGTH
                  LDA
                                    NCYCL
                                                      ; LOAD < A > WITH NUMBER OF CYCLES
                  DCR
                                    A
                                                      ; AND DECREMENT
                                    NCYCL
                  STA
                                                      ; STORE DECREMENTED NUMBER OF CYCLES
                  JNZ
                                    MAIN4
                                                      ; LOOP FOR THE NEXT BARBER-POLE PATTERN
TEST COMPLETED OUTPUT MESSAGE
                                    ERFLG
                  LDA
                                                      ; LOAD < A> WITH ERROR FLAG
                                                      ; ESTABLISH FLAGS
                  ORA
                                    A
                  JNZ
                                    MAIN9
                                                      ; IF NOT ZERO, ERROR CONDITION. JUMP TO
                                                      ; NEXT SECTION
                  LXI
                                    H,MESG7
                                                      ; POINT TO 'SUCCESSFUL TEST'
                                                      ; LENGTH OF MESSAGE 7
                  MVI
                                    B, MESL7
                  CALL
                                    MSGL
                                                      ; OUTPUT MESSAGE
```

Listing 2 continued on page 428

Micromint will put both a computer development system and an OEM dedicated controller in the palm of your hand for as little as \$127.

The Z8 Basic Computer/Controller represents a milestone in microcomputer price-performance. The entire computer is 4" by 41/2" and includes a tiny BASIC interpreter, 4K bytes of program memory, one RS-232 serial port and two parallel ports plus a variety of other features. The Z8 microcomputer board is completely self-contained and optimized for use as a dedicated controller. Can be battery operated. Comes with over 200 pages of documentation.

Z8 BASIC COMPUTER/CONTROLLER



- · Uses Zilog Z8671 single chip microcomputer
- On board tiny BASIC interpreter
- 2 parallel ports plus serial I/O port. Just connect a CRT terminal and write control programs in BASIC
 4K bytes of RAM. EPROM pin com-
- Baud rates 110-9600 BPS
- Data and address buses available for 124K memory and I/O expansion

 Consumes only 1.5 watts at +5, +12

BCC01 Z8 Basic Computer Assembled & Tested .. \$199.00 \$ BCC02 Z8 Basic Computer

COMING SOON

A/D Converter 8 Channel 8 Bit AC I/O Board

- 4 Channel 115Vac inputs 4 Channel 115Vac outputs
- 20 MA ADAPTER

Z8 MEMORY, I/O EXPANSION &

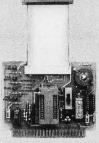


The Z8 Memory, I/O Expansion & Cassette Interface Board (Z8 Expansion Board for short) allows you to add up to 8K of additional memory plus three 8-bit parallel ports to your Z8 Basic Computer/Controller. The memory expansion will support any combination of byte wide RAM memory chips or 2716 or 2732 EPROM. The cassette interface is 300 baud Kansas City Standard (2400Hz/1200Hz).

BCC03 Z8 Expansion Board w/4K memory \$140.00 BCC04 Z8 Expansion Board

w/8K memory . . \$170.00

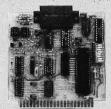
Z8 EPROM PROGRAMMER



The EPROM Programmer board allows you to transfer application proallows you to transfer application programs in BASIC or Assembly language directly from RAM to either 2716 or 2732 EPROMS. Requires Z8 Basic Expansion Board for operation. NOTE: We recommend the higher current UPS03 or UPS04, power supply when using the EPROM Programmer.

BCC07 Z8 EPROM Programmer Assembled & Tested ... \$145.00

Z8 SERIAL EXPANSION BOARD



The Serial Expansion Board adds an additional RS-232C serial port to the Z8 system. It runs at 75 to 19,200 baud in all standard protocols. The 20 ma. current loop is opto-isolated for reliability and protection.

BCC08 Z8 Serial Board Assembled & Tested ... \$180.00

MOTHER-BOARD

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UPS03 Assembled and

Tested \$ 60.00 UPS04 Kit \$ 50.00

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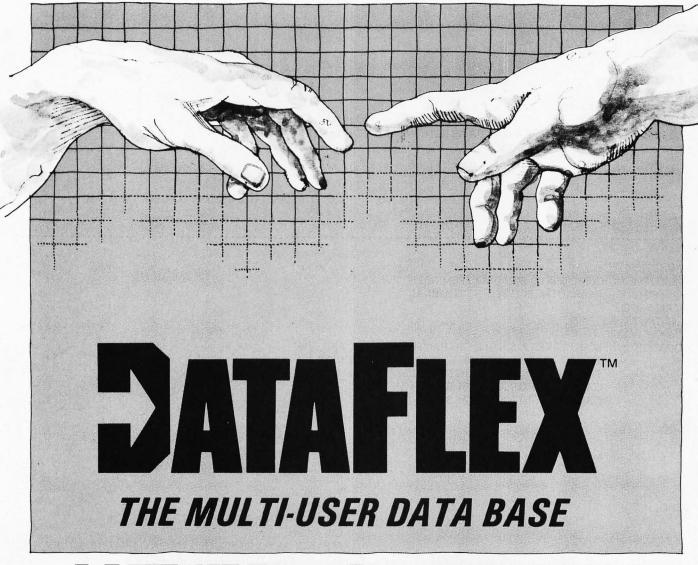
Call Toll Free 1-800-645-3479

For Information Call:

1-516-374-6793

s featured in Ciarcia's Circuit Cellar, Byte Magazine, July, August, 1981.

```
: OUTPUT CR AND LF
                  CALL.
                                   CROUT
                  RST
                                                     ; RETURN TO MONITOR
                                   1
MAIN9:
                  I.XI
                                   H, MESG8
                                                     ; POINT TO 'UNSUCCESSFUL TEST'
                  MVI
                                   B, MESL8
                                                     ; LENGTH OF MESSAGE 8
                                                     ; OUTPUT MESSAGE
                  CALL
                                   MSGL
                                   CROUT
                  CALL
                                                     ; OUTPUT CR AND LF
                 RST
                                                     ; RETURN TO MONITOR
                                   1
; FUNCTION: CI
; INPUTS: NONE
; OUTPUTS: A—CHARACTER FROM CONSOLE
; CALLS: NOTHING
; DESTROYS: A,F/F'S
; JUMPS: NONE
; DESCRIPTION: CI WAITS UNTIL A CHARACTER HAS BEEN ENTERED AT THE
              CONSOLE AND THEN RETURNS THE CHARACTER, VIA THE A
              REGISTER, TO THE CALLING ROUTINE.
CI:
                  IN
                                    CONST
                                                     ; GET STATUS OF CONSOLE = 0EDH
                  ANI
                                   RBR
                                                     ; CHECK FOR RECEIVER BUFFER READY = 02H
                                                     ; NOT YET-WAIT
                  JZ
                                   CI
                  IN
                                    CHIN
                                                     ; READY SO GET CHARACTER = OECH
                 RET
; FUNCTION: CNVBN
; INPUTS: C-ASCII CHARACTER '0'-'9' OR 'A'-'F'
: OUTPUTS: A-0 TO F HEXADECIMAL
; CALLS: NOTHING
; DESTROYS: A,F/F'S
; JUMPS: NONE
; DESCRIPTION: CNVBN CONVERTS THE ASCII REPRESENTATION OF A HEXADECIMAL
              CHARACTER INTO ITS CORRESPONDING BINARY VALUE. CNVBN
              DOES NOT CHECK THE VALIDITY OF ITS INPUT.
CNVBN:
                  MOV
                                    A,C
                  SUI
                                    '0'
                                                     ; SUBTRACT CODE FOR '0' FROM ARGUMENT
                  CPI
                                    10
                                                     ; WANT TO TEST FOR RESULT OF 0 TO 9
                                                     ; IF SO, THEN ALL DONE
                  RM
                                   7
                  SUI
                                                     ; ELSE, RESULT BETWEEN 17 AND 23 DECIMAL
                  RET
                                                     ; SO RETURN AFTER SUBTRACTING BIAS OF 7
; FUNCTION: CO
; INPUTS: C-CHARACTER TO OUTPUT TO CONSOLE
; OUTPUTS: C-CHARACTER OUTPUT TO CONSOLE
: CALLS: NOTHING
; DESTROYS: A,F/F'S
; JUMPS: NONE
; DESCRIPTION: CO WAITS UNTIL THE CONSOLE IS READY TO ACCEPT A CHARACTER
              AND THEN SENDS THE INPUT ARGUMENT TO THE CONSOLE.
CO:
                  IN
                                    CONST
                                                     ; GET STATUS OF CONSOLE = 0EDH
                  ANI
                                    TRDY
                                                     ; SEE IF TRANSMITTER READY = 01H
                  JZ
                                    CO
                                                     ; NO-WAIT
                                   A,C .
                  MOV
                                                     ; ELSE, MOVE CHARACTER TO A REGISTER FOR
                                    CHOUT
                  OUT
                                                     ; OUTPUT AND SEND TO CONSOLE = 0ECH
                  RET
```



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ERROR:

PUSH PSW ; SAVE ALL REGISTERS **PUSH** D PUSH Η

PUSH В XCHG

; MOVE MEMORY POINTER TO < DE> ; POINT TO 'MEMORY ERROR AT' LXI H,MESG4 MVI B, MESL4 ; LENGTH OF MESSAGE 4

Listing 2 continued on page 432

ALLAPPLES ARE CREATED EQUAL. We Just Make Some Apples More Equal Than Others.

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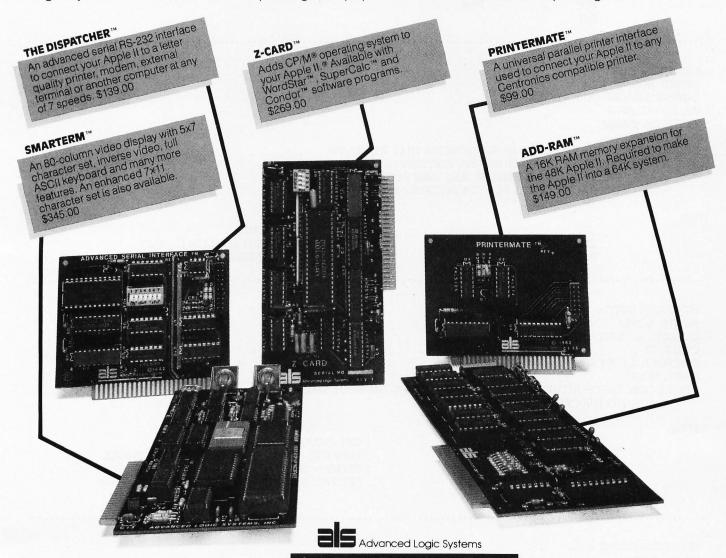
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```
MSGI.
                                                      ; OUTPUT MESSAGE
                  CALL.
                  MOV
                                                      ; MOVE UPPER ADDRESS BYTE TO < A> AND
                                    A,D
                 CALL
                                   NMOUT
                                                      ; OUTPUT TO THE CONSOLE
                 MOV
                                    A,E
                                                      ; MOVE LOWER ADDRESS BYTE TO < A> AND
                 CALL
                                   NMOUT
                                                      : OUTPUT TO THE CONSOLE
                 LXI
                                   H,MESG5
                                                      ; POINT TO 'HEX, EXPECTED
                 MVI
                                   B,MESL5
                                                      ; LENGTH OF MESSAGE 5
                 CALL
                                                      ; OUTPUT MESSAGE
                                   MSGL
                 POP
                                                      ; RESTORE CURRENT PATTERN POINTER
                                   B
                 PUSH
                                    В
                                                      : AND PUT BACK ON STACK
                 LDAX
                                    В
                                                      : MOVE EXPECTED PATTERN ELEMENT TO < A>
                 CALL
                                   NMOUT
                                                      ; AND OUTPUT TO THE CONSOLE
                 LXI
                                    H,MESG6
                                                      ; POINT TO 'FOUND'
                 IVM
                                    B, MESL6
                                                      ; LENGTH OF MESSAGE 6
                 CALL
                                    MSGL
                                                      ; OUTPUT MESSAGE
                 XCHG
                                                      ; MOVE MEMORY POINTER TO < HL>
                 VOM
                                    A.M
                                                      ; MOVE FOUND MEMORY VALUE TO < A> AND
                                                      ; OUTPUT TO THE CONSOLE
                  CALL
                                    NMOUT
                  CALL
                                    CROUT
                                                      ; OUTPUT CR AND LF
                  MVI
                                    A, NZERO
                                                      ; MOVE NON-ZERO VALUE TO < A>
                  STA
                                   ERFLG
                                                      ; SET ERROR FLAG TO NON-ZERO VALUE
                  POP
                                   В
                                                      ; RESTORE REGISTERS
                                   Η
                  POP
                  POP
                                   D
                  POP
                                   PSW
                  RET
 FUNCTION: FRET
 INPUTS: NONE
 OUTPUTS: CARRY-ALWAYS 0
 CALLS: NOTHING
 DESTROYS: CARRY
 JUMPS: NONE
 DESCRIPTION: FRET IS JUMPED TO BY ANY ROUTINE THAT WISHES TO
              INDICATE FAILURE ON RETURN. FRET SETS THE CARRY
              FALSE, DENOTING FAILURE, AND THEN RETURNS TO
              THE CALLER OF THE ROUTINE INVOKING FRET.
FRET:
                  STC
                                                      ; FIRST SET CARRY TRUE
                  CMC
                                                      ; THEN COMPLEMENT IT TO MAKE IT FALSE
                  RET
                                                      ; RETURN APPROPRIATELY
 FUNCTION: GETCH
 INPUTS: NONE
 OUTPUTS: C-NEXT CHARACTER IN INPUT STREAM
 CALLS: CI
; DESTROYS: A,C,F/F'S
; JUMPS: NONE
: DESCRIPTION: GETCH RETURNS THE NEXT CHARACTER IN THE INPUT STREAM
             TO THE CALLING PROGRAM.
GETCH:
                  CALL.
                                    CI
                                                      ; GET CHARACTER FROM TERMINAL
                                    PRTYO
                                                      ; TURN OFF PARITY BIT IN CASE SET BY CONSOLE
                  ANI
                                                      ; PRTYO = 7FH
                  MOV
                                                      ; PUT VALUE IN C REGISTER FOR RETURN
                                    C,A
                  RET
```

FUNCTION: GETHX INPUTS: NONE

; OUTPUTS: BC—16-BIT INTEGER

Deciding Which Computer to Buy

Of the 1.9 million people who bought small computers last year, over 20,000 of them bought the wrong computer for their needs. And no wonder. New products are introduced into the market at a breathtaking pace. The language question. The terminology problem -RAMs, ROMs, bits, bytes, bauds, protocols and processors. What's important? What's standard and what's optional? Even the dealers are confused.

To help you tackle this problem, we pulled together many of our sources -including leading experts in the field, manufacturers, marketing analysts, computer dealers and customers. In addition, we utilized computer user groups, clubs and associations throughout the United States, contacts in Japan and numerous industry and business publications. COMPUTER GUIDE 1983 is the natural result of learning from the knowledge and mistakes of more than one million people.

The following steps will help you with your computer shopping -whether you're buying your first computer, or updating the one you have. **COMPUTER GUIDE 1983** can help you make the right decision.

1. What is the computer to be used for?

You may want to use it for entertainment, financial planning, learning how to speak a foreign language, office work, drawing and many other tasks a computer does well. The possible uses of a computer are as varied as human activities.

2. Which program will do the best job?

There are thousands of application programs on the market to consider. It is the program that gives you the power to control the actions of the computer. You must choose the right application program.

The first section of COMPUTER GUIDE 1983 surveys each of the application programs available with computers today. Similar programs are grouped together and compared -one against another. COMPUTER GUIDE 1983 contains over 2,000 application programs, grouped in over 100 categories -including programs for accounting, management, professional uses, word processing, graphics, research, games, learning and special applications. Programs are described using comparison charts -listing for each application program: the program name, computer(s) and system configuration(s) required, the documentation available and the price.

COMPUTER GUIDE 1983 provides you with a quick and efficient way of deciding which application program and which computer and options for that computer can do the right job for you.

3. The language?

You cannot get a computer to do anything useful unless you know how to talk to it. This is no easy task. But, **COMPUTER GUIDE 1983** can help.

The second section of **COMPUTER GUIDE 1983** guides you in selecting the right language. Different dialects of languages are grouped in their generic category. The BASIC language, for example, is a generic name and has many dialects -including Microsoft Basic, Atari Basic, Basic Plus and Basic-80.

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Each of these languages have their own machine requirements. COMPUTER GUIDE 1983 provides the name, machine and machine requirements, documentation and price of over 500 dialects, for over 50 languages. COMPUTER GUIDE 1983 helps you solve the language problem.

4. What about the machine?

Depending on your needs, there will probably be several computers still in the running. Now the decision is based on the guts of the machines (hardware). **COMPUTER GUIDE 1983** compares machine characteristics in an easy to follow format. You don't have to be an electrical engineer to make an intelligent decision.

The solution is to work top down and not to go any further down than is needed. Your uses for the computer determines which machine characteristics are important. COMPUTER GUIDE 1983 divides the machine into five areas -the keyboard, video display, printer, other peripherals and I/O, processor and memory and direct access storage. These five areas correspond to your basic machine needs. For example, an accountant needs a keyboard with a numeric keypad; word processing requires a printer; games utilize a video display; a mathematician wants a very fast machine; lots of memory is best when using the LISP language; and so on, as the hardware combines with the application program to develop a complete computer system.

COMPUTER GUIDE 1983 contains machine descriptions for over 250 computer systems, produced by over 150 manufacturers. Information is displayed in spreadsheets allowing you to get the information you need. You don't have to bother with extraneous details and cumbersome text. COMPUTER GUIDE 1983 can accommodate millions of people in making the right decision, as varied as those decisions will be.

5. Where to buy the chosen computer system.

COMPUTER GUIDE 1983 lists hundreds of vendors, by geographical location, and by the products they sell. It also provides additional consumer information. The first ship date, the ship rate, the number installed to date, prices and what that includes, purchasing terms and warranties. COMPUTER GUIDE 1983 contains the names, addresses and phone numbers of hundreds of manufacturers, dealers and stores throughout the United States.

No one wins when you buy the wrong computer or computer product. Make the right decision. Use **COMPUTER GUIDE 1983.**

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```
CARRY—1 IF FIRST CHARACTER NOT DELIMITER
                -0 IF FIRST CHARACTER IS DELIMITER, OR INVALID DIGIT
 CALLS: CNVBN, ECHO, GETCH, VALDG, VALDL
DESTROYS: A,B,C,D,E,F/F'S
 JUMPS: FRET, SRET
 DESCRIPTION: GETHX ACCEPTS A STRING OF HEX DIGITS FROM THE INPUT
              STREAM AND RETURNS THEIR VALUE AS A 16-BIT BINARY
              INTEGER. IF MORE THAN 4 HEX DIGITS ARE ENTERED,
              ONLY THE LAST 4 ARE USED. THE NUMBER TERMINATES WHEN
              A CARRIAGE RETURN IS ENCOUNTERED. ILLEGAL
              CHARACTERS (NOT HEX DIGITS OR DELIMITER) CAUSE AN
              ERROR INDICATION. IF THE FIRST (VALID) CHARACTER
              ENCOUNTERED IN THE INPUT STREAM IS NOT A DELIMITER,
              GETHX WILL RETURN WITH THE CARRY BIT SET TO 1;
              OTHERWISE, THE CARRY BIT IS SET TO 0 AND THE CONTENTS
              OF BC ARE UNDEFINED.
GETHX:
                  PUSH
                                    H
                                                       ; SAVE HL
                                                       ; INITIALIZE RESULT
                                    H.0
                  IXI
                  MVI
                                    E,O
                                                       ; INITIALIZE DIGIT FLAG TO FALSE
GHX05:
                  CALL
                                     GETCH
                                                       ; GET A CHARACTER
                  CALL
                                     ECHO
                                                       ; ECHO THE CHARACTER
                  MOV
                                     A,C
                                                       ; MOVE TO REG. A
                  CPI
                                     CR
                                                       ; SEE IF CR
                  INZ
                                     GHX10
                                                       ; NO-BRANCH
                  PUSH
                                    H
                  POP
                                    B
                                                       ; MOVE RESULT TO BC
                  POP
                                    Н
                                                       ; RESTORE HL
                  MOV
                                     A,E
                                                       ; GET FLAG
                  ORA
                                     A
                                                       ; SET F/F'S
                  INZ.
                                    SRET
                                                       ; IF FLAG NON-ZERO, A NUMBER HAS BEEN FOUND
                                                       ; ELSE, DELIMITER WAS FIRST CHARACTER
                  IZ
                                    FRET
GHX10.
                  CALL
                                    VALDG
                                                       ; IF NOT DELIMITER, SEE IF DIGIT
                  JNC
                                     GHX15
                                                       ; IF NOT A VALID DIGIT, RETURN
                  CALL
                                     CNVBN
                                                       ; CONVERT DIGIT TO ITS BINARY VALUE
                  MVI
                                     E,OFFH
                                                       ; SET DIGIT FLAG NON-ZERO
                                                       ; *2
                  DAD
                                    Н
                                                       ; *4
                                    Н
                  DAD
                                                       ; *8
                                    Н
                  DAD
                                                       ; *16
                  DAD
                                    Н
                  MVI
                                     B,0
                                                       ; CLEAR UPPER 8 BITS OF BC PAIR
                  MOV
                                     C,A
                                                       ; BINARY VALUE OF CHARACTER INTO C
                  DAD
                                     В
                                                       ; ADD THIS VALUE TO PARTIAL RESULT
                  JMP
                                     GHX05
                                                       ; GET NEXT CHARACTER
GHX15:
                                     CROUT
                                                       ; OUTPUT CR AND LF
                  CALL.
                  POP
                                     Н
                                                       ; RESTORE RP HL
                  JMP
                                     FRET
                                                       : RETURN WITH CARRY = 0
 FUNCTION: MSGL
 INPUTS: B—COUNTER FOR CHARACTERS IN MESSAGE
        HL—ADDRESS OF MESSAGE
 OUTPUTS: NONE
 CALLS: CO
 DESTROYS: A,B,C,H,L,F/F'S
 JUMPS: NONE
; DESCRIPTION: OUTPUTS A MESSAGE AS DETERMINED BY INPUTS.
MSGL:
                  MOV
                                     C.M
                                                       ; FETCH NEXT CHARACTER TO C REGISTER
                  CALL
                                     CO
                                                       ; SEND IT TO TERMINAL
                  INX
                                     Н
                                                       ; POINT TO NEXT CHARACTER
                  DCR
                                     В
                                                       ; DECREMENT BYTE COUNTER
                                                                                       Listing 2 continued on page 438
```



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; RETURN FOR NEXT CHARACTER INZ MSGL RET ; FUNCTION: NMOUT ; INPUTS: A-8-BIT INTEGER **OUTPUTS: NONE** CALLS: ECHO, PRVAL DESTROYS: A.B.C.F/F'S **JUMPS: NONE** DESCRIPTION: NMOUT CONVERTS THE 8-BIT, UNSIGNED INTEGER IN THE A REGISTER INTO 2 ASCII CHARACTERS. THE ASCII CHARACTERS ARE THE ONES REPRESENTING THE 8 BITS. THESE 2 CHARACTERS ARE SENT TO THE CONSOLE AT THE CURRENT PRINT POSITION OF THE CONSOLE. NMOUT: PUSH **PSW** : SAVE ARGUMENT RRC RRC RRC RRC ; GET UPPER 4 BITS TO LOW 4-BIT POSITIONS PRVAL CALL ; CONVERT LOWER 4 BITS TO ASCII CALL **ECHO** : SEND TO TERMINAL POP **PSW** ; GET BACK ARGUMENT CALL PRVAL CALL **ECHO** RET FUNCTION: PRVAL INPUTS: A-INTEGER, RANGE 0 TO F OUTPUTS: A—ASCII CHARACTER CALLS: NOTHING DESTROYS: NOTHING ; JUMPS: NONE DESCRIPTION: PRVAL CONVERTS A NUMBER IN THE RANGE 0 TO F HEX TO THE CORRESPONDING ASCII CHARACTER, 0-9, A-F. PRVAL DOES NOT CHECK THE VALIDITY OF ITS INPUT ARGUMENT. PRVAL: ; MASK OUT UPPER 4 BITS-WANT 1 HEX CHAR ANI **HCHAR** ; HCHAR = OFH ADI 90H ; SET UP A SO THAT A-F CAUSE A CARRY : ADJUST CONTENTS OF A REGISTER DAA ACI 40H ; ADD IN CARRY AND ADJUST UPPER 4 BITS DAA ; ADJUST CONTENTS OF A REGISTER AGAIN MOV C,A ; MOVE ASCII CHARACTER TO C ; ALL DONE RET FUNCTION: SRET INPUTS: NONE OUTPUTS: CARRY = 1 CALLS: NOTHING ; DESTROYS: CARRY ; JUMPS: NONE DESCRIPTION: SRET IS JUMPED TO BY ROUTINES WISHING TO RETURN INDICAT-ING SUCCESS. SRET SETS THE CARRY TRUE AND THEN RE-TURNS TO THE CALLER OF THE ROUTINE INVOKING SRET. SRET: STC ; SET CARRY TRUE ; RETURN APPROPRIATELY RET

FUNCTION: VALDG

INPUTS: C-ASCII CHARACTER

OUTPUTS: CARRY-1 IF CHARACTER REPRESENTS VALID HEX DIGIT

—0 OTHERWISE

; CALLS: NOTHING ; DESTROYS: A,F/F'S ; JUMPS: FRET,SRET

DESCRIPTION: VALDG RETURNS INDICATING SUCCESS IF ITS INPUT

ARGUMENT IS AN ASCII CHARACTER REPRESENTING A VAL-

ID HEX DIGIT (0-9, A-F), AND FAILURE OTHERWISE.

VALDG:

MOV CPI	A,C '0'	; TEST CHARACTER AGAINST '0'
JM	FRET	; IF ASCII CODE LESS, CANNOT BE VALID ; DIGIT
CPI	'9'	; ELSE, SEE IF IN RANGE '0'-'9'
JM	SRET	; CODE BETWEEN '0' AND '9'
JZ	SRET	; CODE EQUAL '9'
CPI	`A'	; NOT A DIGIT—TRY FOR A LETTER
JM	FRET	; NO—CODE BETWEEN '9' AND 'A'
CPI	'G'	
JP	FRET	; NO—CODE GREATER THAN 'F'
JMP	SRET	; OKAY—CODE IS 'A' TO 'F', INCLUSIVE

Listing 2 continued on page 442

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: BARBER-POLE PATTERN FOR NK × 4 MEMORY COMPONENTS 00H,11H,22H,44H,88H,0EEH,0DDH,0BBH,77H PATRN: DB 00H.11H.22H.44H.88H.0EEH.0DDH,0BBH,77H DR ; BARBER-POLE PATTERN FOR NK × 1 MEMORY COMPONENTS :PATRN: DB 00H,01H,02H,04H,08H,10H,20H,40H,80H OFEH, OFDH, OFBH, OF7H, OEFH, ODFH, OBFH, 7FH DB 00H,01H,02H,04H,08H,10H,20H,40H,80H DB OFEH, OFDH, OFBH, OF7H, OEFH, ODFH, OBFH, 7FH DB : MESSAGES 'ENTER ADDRESS OF MEMORY START IN HEX MESG1: DB EOU \$-MESG1 MESI.1 MESG2: DB 'ENTER ADDRESS OF MEMORY END IN HEX EOU MESI.2 \$-MESG2 MESG3: DB 'ERROR: MEMORY START ADDRESS > MEMORY END ADDRESS' MESL3 EOU \$-MESG3 MESG4: DB 'MEMORY ERROR AT ' MESL4 EQU \$-MESG4 ' HEX, EXPECTED ' MESG5: DB EOU \$-MESG5 MESI.5 MESG6: DB ', FOUND MESL6 EQU \$-MESG6 MESG7: DB 'SUCCESSFUL TEST' EOU MESL7 \$-MESG7 MESG8: DB 'UNSUCCESSFUL TEST' EQU MESL8 \$-MESG8 :DATA STORAGE ERFLG: DS ; STORAGE LOCATION FOR ERROR FLAG ; ZERO-NO ERROR DURING TEST ; NON-ZERO-ERROR DUING TEST

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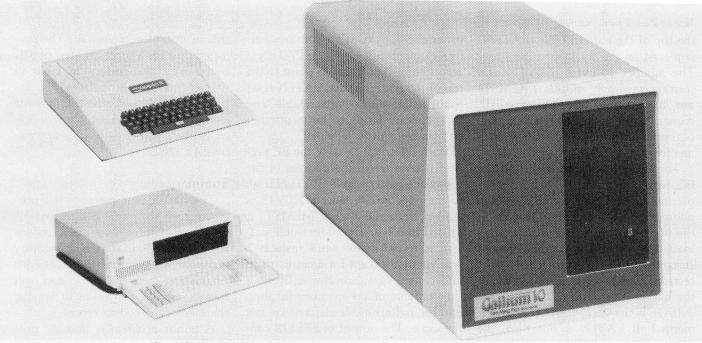
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MEMST:

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PATLN:



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Text continued from page 418:

the top of the pattern table (PATRN) is placed on the stack for future use. The number of bytes (NBYTE) and starting memory address (MEMST) are loaded into the DE and HL register pairs, respectively. Next, the barber-pole pattern is loaded into memory.

This is accomplished by using the BC register pair as the pattern-table pointer, the HL pair as the memory-address pointer, and the DE pair as the number of bytes remaining to be loaded. When DE is decremented to zero, the program jumps to the next section, which tests the integrity of the barber-pole pattern.

If DE is not zero, PATLN is decremented. If PATLN is not zero, the

Number of bytes	Time
4K (hexadecimal 1000) 8K (hexadecimal 2000)	3.8 seconds 7.5 seconds

Table 2a: The time required for execution of the barber-pole test of ninecycle patterns using an Intel 8080A-2 running at a clock frequency of 2.15 MHz.

Number of bytes	Time	
4K (hexadecimal 1000)	6.9 seconds	
8K (hexadecimal 2000)	13.5 seconds	

Table 2b: The time required to run the barber-pole test of 17-cycle patterns on the 2.15-MHz 8080A-2. The crystal frequency of 19.354 MHz is divided by 9.

program loops to write another pattern element in memory. If PATLN is zero, the BC pair is set to point to the top of the pattern table, PATLN is set to the length of the pattern table, and the program loops to write another pattern element in memory.

With DE equal to zero, the BC register pair is set to the address of the top of the pattern table, PATLN is set to the appropriate length, NBYTE is loaded into DE, and MEMST is loaded into HL. The barber-pole pattern is tested in the same fashion it was written, except for a comparison and calling of subroutine ERROR if the contents of the memory location and the pattern-table element are not the same. The output of ERROR consists of the messages shown in listings 1a and 1b.

When DE is decremented to zero, the program jumps to the next section, which shifts the barber-pole pattern left by 1 bit and sets PATLN to the appropriate length. The byte NCYCL is decremented by 1 and, if it is not zero, the shifted barber-pole pattern is loaded into memory and verified as discussed above. If NCYCL is zero, the program prints the message "SUCCESSFUL TEST" or "UNSUCCESSFUL TEST", depending upon the value in the data-storage byte, ERFLG (error flag).

Speed of Execution

The speed of this program in performing the memory test is excellent. Using an Intel 8080A-2 processor running at a clock rate of 2.15 MHz, the times to do 4K and 8K bytes are

shown in tables 2a and 2b. The projected time for a successful test of 64K bytes using the pattern in table 1a (9-elements/9-cycle pattern) is approximately 60 seconds; the time for using the pattern in table 1b (17-elements/17-cycle pattern) is approximately 110 seconds.

Summary

The barber-pole memory-test program meets the initial design goals of being rapid, providing sufficient information to indicate which memory component is causing the error, distinguishing between hard and soft memory errors, and aiding in flagging the memory-decoding errors.

A minor problem is that the program requires 9 bytes for data storage and 12 bytes for the stack. Thus, the computer must have part of its memory error-free.

Acknowledgments

I would like to thank Leroy A. Noble of the Dickey-John Corporation for an initial discussion of the development of the barber-pole algorithm in PL/M. The assistance of Bob Polack in the coding of the PL/M model is gratefully acknowledged.

The utility routines CI, CNVBN, CO, CROUT, ECHO, FRET, GETCH, GETHX, NMOUT, PRVAL, SRET, and VALDG are reprinted by permission of Intel Corporation, copyright 1977.

Reference

 Nordin, Floyd L. "Memory Test Program/ Keyboard Entry of Start and End Values." INSITE Users Library, reference number AA11, page 4-271.

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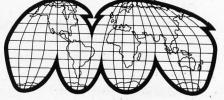
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By making direct system calls to SOS, you can dramatically expand the limited nature of standard Pascal input and output (I/O) constructs, which are a carry-over from the original sequential cassette-tape model. The interpretive Pascal environment on the Apple III allows you to link external (assembly-language) routines to a program or to a separately compilable unit. Thus, you can use the features of SOS for any application program that runs under it.

Although Apple III Pascal allows you to read UCSD Pascal-formatted disks as well as edit, compile, and link source text that was created on the Apple II UCSD Pascal system, the routines described in this article are executable only on the Apple III using SOS-formatted disks.

About the Author

Timothy O'Konski is a senior member of the technical staff at Apple Computer in the Personal Computer Systems Division. He has a bachelor's degree in computer science from the University of California, Berkeley and has been working in the computer industry on systems and applications software for six years.

The Console

The Apple's standard monochrome monitor is supported by the SOS console driver. The greatest advantage of using the console driver rather than Pascal read and write routines is the ability to mix commands and text. With a single call to SOS, you can turn off the cursor, clear the screen, position the cursor at any X, Y position, write a line of data, set a viewport, scroll newly written text up one line, and turn on the cursor. Because the contents of any viewport (an arbitrary rectangular area that you define) can be saved and then restored, error messages can temporarily overlay the current information, which can then be restored in a single control reguest to the console driver.

The SOS_IO routines that communicate with the console are:

- SOS_Open—opens the console for use by your application
- SOS_Read—reads from the keyboard
- SOS_Write—writes data and issues commands to the display
- SOS_Close—relinquishes use of the console to other programs

Writing to a Printer

With Apple III Pascal, data is passed to the printer on a character-by-character basis. This means that each buffer passed to a printing device via a Pascal write or unitwrite statement is broken down into n SOS calls, where n is the number of bytes given in the write request. This takes n-1 times more SOS overhead when compared to a direct request to a SOS printer driver. The performance improvement you get by using a SOS_Open and then

Text continued on page 480

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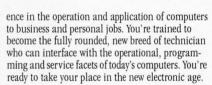
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Listing 1: The SOS file-handling routines are represented as an Apple III Pascal intrinsic unit. After compiling this unit and linking it along with the assembled routines, the linked intrinsic unit may be installed in the SYSTEM.LIBRARY file or in a program library file.

```
Output Values
                                                                                                                                                                                                                                                                             ( Var Pathname; FileID, AuxID, Storage, EOFBlk : Integer; Var RetCode );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         : The storage type to create. One is a standard file, thirteen
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               : The number of blocks to preallocate for the file on a block device. The range is \emptyset to 32767 blocks.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              : An integer to contain the SOS return code (a zero means no
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               : An integer to contain the SOS return code (a zero means no errors).
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     The SOS file identification code to associate with the
                                                                                                                                                                                                                                                                                                                                                                          on a block device with the specified pathname.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        : A Pascal string that is a valid SOS pathname.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  : A Pascal string pathname to change FROM. : A Pascal string pathname to change TO.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             The SOS auxiliary identification code.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Procedure SOS Rename ( Var OldPath, NewPath, RetCode );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Deletes the file specified by the passed pathname.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   : The pathname of the file to destroy,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Procedure SOS Destroy ( Var Pathname, RetCode );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Renames the OldPath to the NewPath-name.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        is a subdirectory file.
{$CC Copyright Tim O'Konski 1982}
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        errors).
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   created
                                                                                                                                                                                                                                                                                Procedure SOS Create
                                                                                                                                                                                                                                                                                                                                                                          Creates a file
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Input Values:
                                                                                                                                     Intrinsic CODE 23;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Output Values
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                                                                                                                                                                                                                                                                                                                                                                                                                                Input Values
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Pathname
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Pathname
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     OldPath
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Storage
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                RetCode
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               RetCode
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    NewPath
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       FileID
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             EOFBIR
                                                     Unit SOS IO;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                AuxID
                                                                                                                                                                                                                               Interface
```

```
: The up to 15 byte list (the length SOS uses is determined by
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             14 - The packed values for the date and time stamp: Year (0..99),
                                                                                                                                                                                                                                                                                                                                                                                         OK.
                                                                                                                                                                                     pathname and ListLeng. }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  : The file attributes to change. One is only FileAttr, three is through FileID, fourteen is through AuxID, and fifteen
      no
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     : An integer to contain the SOS return code (a zero means no
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Month (1..12), Day (1..31), Hour (1..24), Minute (1..6%);
                                                                                                                                                                                                                                                                                                                                                             - The file attribute bits. Bit 7 set is destroy OK; bit 6 set is rename OK; bit 1 set is write OK; bit 0 is read
: An integer to contain the SOS return code (a zero means
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            1 0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  returned
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               : The pathname of the file to get the information from.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Procedure SOS Get_Info ( Var Pathname, FileList; ListLeng : Integer; Var RetCode );
                                                                                                        FileList; ListLeng : Integer;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Day
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           7
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            2
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   passed pathname. }
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      5 4 3 2 1 0 7 6 5 4 3
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             : The length of the file information list to be by SOS (as per the FileList definition).
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              stored in four bytes in the following fashion.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Minute
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    (low byte)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     (low byte)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   (Use packed array [0..14] of char or 0..255)
                                                                                                                                                                                                                                                                                  : The pathname to set the file information.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            1 0 7 6 5
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Month
                                                                                                                                                                                     Sets the file information specified by the passed
                                                                                                                                                                                                                                                                                                                                                                                                                                            Bytes 2&3- The auxiliary identification code.
                                                                                                                                                                                                                                                                                                                                                                                                                   - The file identification code.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Gets the file information specified by the
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    (high byte)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     (high byte)
                                                                                                           Procedure SOS Set Info ( Var Pathname, Var Retcode);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              5 4
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     is everything.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              9 1
                                                                                                                                                                                                                                                                                                                                        ListLeng:
                                errors).
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     errors).
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Time
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Date
                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Bytes 11 to
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Output Values :
                                                                                                                                                                                                                                      Input Values :
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Input Values:
                                                                                                                                                                                                                                                                                                              File List
                                                                                                                                                                                                                                                                                                                                                               Byte Ø
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               PathName
                                                                                                                                                                                                                                                                                                                                                                                                                   Byte 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                ListLeng
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    ListLeng
         RetCode
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            RetCode
```

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Prefix : A Pascal string[n] to receive the current system prefix. Length : The maximum length of the string, i.e. "n."		RetCode : An integer to contain the SOS return code (a zero means no errors). Procedure SOS Open (Var Path; ReqType, Pages : Integer; Var SysBuf, RefNumb, RetCode);	{ Input Values :	Path : A Pascal string containing the pathname of the file to be opened. ReqType : The manner in which to open the file, e.g. \emptyset = file's	- 0	ffer. The		a blocked device (e.g. a printer, the console), the SysBuf	Output Values: RefNumb : This is the SOS file reference number refurned as an integer value, to be used in SOS Read's and SOS Write's to the file. RetCode : An integer to contain the SOS return code (a zero means no errors).	Procedure SOS_New_Line (RefNumb, Flag : Integer; NewCh : Char; Var RetCode);	{ Enables/disables the "newline" read mode (i.e. stops a read on the specified NewCh when enabled). }	{ Input Values :	RefNumb : The reference number of the file. Flag : 0127 is disable; 128256 is enable the newline mode.	NewCh : the character to be used as a newline character (terminates the read).	Output Values :	RetCode : An integer to contain the SOS return code (a zero means no errors).	Procedure SOS Read (RefNumb : Integer; Var InputBuf; BytesReq : Integer; Var BytesRead, RetCode); Listing 1 continued on page 454
Listing 1 continued:	FileList : The file information returned on the file with the pathname passed:	Byte \$\psi\$: File attribute Byte 1 : File identification Byte 2 & 3 : (Low High) Auxiliary identification Byte 4 : Storage type Byte 58 : (Low, High) FOF in bytes Bytes 58 : (Low, High) Modification date and time Bytes 1114 : (Low, High) Modification date and time	(Use packed array [014] of char or 0255)	RetCode : An integer to contain the SOS return code (a zero means no errors).	Procedure SOS Volume (Var DevName, VolName, TotalBlks, FreeBlks, RetCode);	$\{$ Gets volume information on the device specified by the passed DevName. $\}$	{ Input Values : A Pascal string containing the device name; maximum of 15 characters in length.	Output Values :	VolName : The SOS volume name returned in a Pascal string 15 bytes long. TotalBlks : The total number of blocks on the volume, returned as an UNSIGNED integer value (\$\psi\$ to 65535). FreeBlks : The number of available blocks on the volume, returned as an UNSIGNED integer value (\$\psi\$ to 65535). RetCode : An integer to contain the SOS return code (a zero means no errors).	Procedure SOS_Set_Prefix (Var Prefix, RetCode);	{ Sets the system prefix (NOT the Pascal prefix!) to the passed prefix string. }	{ Input Values :	Prefix : A Pascal string up to 255 characters long containing the system prefix value. Note that a "/" is automatically added to the end of the system prefix.	i. An integer to contain the SOS refurn code (a zero means	errors).	Procedure SOS Get Prefix (Var Prefix; Length : Integer; Var RetCode);	<pre>{ Gets the current system prefix (NOT the Pascal prefix!). } { Input Values :</pre>

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Listing 1 continued:

: An integer to contain the SOS return code (a zero means no

RetCode

BytesReq RefNumb

Input Values

Output Values

InputBuf

BytesRead

RetCode

The

Output Values

RetCode

Procedure

NumbBytes

Input Values

RefNumb

BufPtr

Output Values :

Input Values

RefNumb

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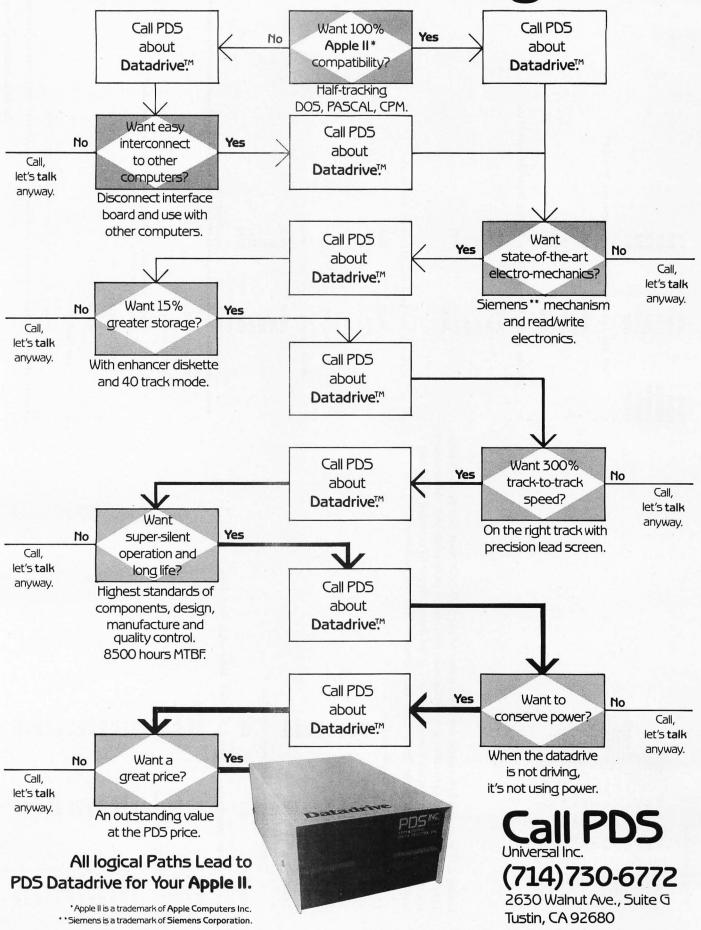


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: The file reference number returned from the SOS Open request.
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                                                                                                                                                                                                                                                                                                           no
                                                                                                                                                                                                                                                                                                                                                                                                                                        Procedure SOS Set. B EOF ( RefNumb, Base, BlockNumb : Integer; Var RetCode );
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                                                                                                                                                                      A integer block number from Ø to 32767 to set the mark to.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  : A integer block number from Ø to 32767 to set the EOF to.
                                                            : Where to set the mark relative to : 0 = beginning of the
                                                                                                file; 1 = end of the file; 2 = positive from the current
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                                                                                                                                     position; 3 = negative from the current position.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 position; 3 = negative from the current position.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Procedure SOS Get Mark ( RefNumb : Integer; Var Low, Hi, RetCode );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Procedure SOS_Get_EOF ( RefNumb : Integer; Var Low, Hi, RetCode );
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The file reference number returned from the SOS Open request.
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                             : An integer to contain the SOS return code (a zero means no
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                                                                                                                                                                                                                                                                                  Sets the mark of the specified file to the byte quantity passed as two UNSIGNED 16 bit integers. \}
                                                                                                                                                                                                                    Procedure SOS Set Mark ( RefNumb, Base, Low, Hi : Integer; Var RetCode );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     The high byte
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Procedure SOS_Set_EOF ( RefNumb, Base, Low, Hi : Integer; Var RetCode );
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          The high byte
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The ROF returned as a 24 bit UNSIGNED quantity.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  The mark as a 24 bit UNSIGNED quantity. of "Hi" MUST BE \emptyset (i.e. Hi = \emptyset.255).
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          The EOF as a 24 bit UNSIGNED quantity. of "Hi" MUST BE \emptyset (i.e. Hi = \emptyset..255).
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    UNSIGNED 16 bit integers. }
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Low, Hi
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Low, Hi
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Base
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SOS Set Prefix; External SOS Get Prefix; External
                                                                                                                                 SOS New Line; External;
                                            SOS Set Info; External SOS Get Info; External
             SOS Destroy; External
SOS Create; External;
                                                                                                                                                                 SOS S Read; External;
                              SOS Rename; External
                                                                         SOS Volume; External
                                                                                                                    SOS Open; External;
                                                                                                                                                                             SOS Write; External
                                                                                                                                                  SOS Read; External
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A Disc Drive Decision Algorithim



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Procedure SOS Glose; External; Procedure SOS Glose; External; Procedure SOS Glose; External; Procedure SOS Get. B Mark; External; Procedure SOS Get. B Mark; External; Procedure SOS Set B FOF; External; Procedure SOS Get Mark; External;	SOS Data; External;
Procedure Sy	Procedure S

End.

Then they may be linked to either a compiled main program or an intrinsic unit. All necessary equates and macro instructions are at the front of the listing. Apple III extended addressing is Listing 2: The assembly-language implementation of the SOS calls must first be assembled. used to pass pointers to the Pascal stack/heap space as SOS call parameters.

	;High byte first												55	PROC SOSCREATE,				Return code ptr., EOF blocks, Storage type, Auxiliary id,							Creates a file upon successful completion.		
PUSH	%1+1	9/1	1%				LOCAL LOUIZ	MOVE	MOVE.	%2	%1+1	%2+1		SOSCREATE, 6				 ptr., EOF bloc	• • • • • • • • • • • • • • • • • • • •	:pa	7.04.1	3901			ile upon succes		
. MACRO	LDA	,	LUA	PHA	MUNH.	1	noves bocations -/ bocations	Odow	I DA	STA	LDA	STA	.ENDM	• PROC	***************************************	Name: SOSCREATE	Stack Usage:	Return code ptr.,		Global Registers Used:	702000	checky, the	Files Used:		Creates a f		
						•	•	•						*		•											
													Registers														
										cation			ndirect Addressing Registers			G2											
000000000000000000000000000000000000000	ØEØ	ØE2	ØE4	ØE6	ØE8	ØEA	ØEC	ØEE		Zero page location	628		Thanced Indirect Addressing Registers		ZREG#	ZREG2		ØCØ	961	ØC2.	10 DE CO. 10 DE	ØC5	900	ØC7	ØC8	909	7
	.Equ øeø									Return Address Zero page location	FOIL 67.8		Zero nage Pascal Enhanced Indirect Addressing Registers				o o				, EOU 004						

	service using "SOSBLK"		two byte quantity in the location specified			the stack	;High byte first			
GCC GCD GCE GCF GDG	S service	SOS %1 SOSBLK	ntity in the	POP	%1 %1+1	intity onto	PUSH %1+1	%1	-> Location2	MOVE 721
. EQU . EQU . EQU . EQU . EQU	Call the specified SOS	. MACRO BRK . BYTE . WORD	Saves a two byte quan	• MACRO PLA	SIA PLA STA •ENDM	Pushes a two byte quantity onto the stack	.MACRO LDA PHA	LDA PHA • FNDM	Moves Location1 -> Lo	. MACRO
CLOSE FLUSH SETMARK GETMARK SETEOF GETEOF				•		 				•

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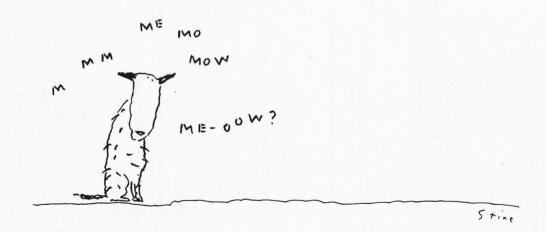
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BYTE December 1982

ZREGØ1 ;Return code ptr. ZREGØØ ;Pathname ptr.	#0. PARAM2 #ZREGØØ ;Pathname ZREG number	#1. PARAM :Param. count DESTROY :Issue SOS call (assume Y = 0) (ZREGØ1),Y	(ZRECMI) y . Post return code	RETURNØ SOSRENAHE, 3	,*************************************		Return code ptr., New pathname ptr., 01d pathname ptr.	Used:	SREGØ1, ZREGØ2.	pointed to by passed pathname.	***************************************	; .REF PARAMÓ, PARAMI, PARAMI, PARAMI, PARAMI	RETURNØ	ZREGØ1 ;Return code ptr. ZREGØ1 ;New path ptr.	, nio.	PATAN2 #ZRBGØ1	PARAM3 ;New path ZREG #ZREG000	PARAMI ;01d path ZREG	PARAMØ ;Param. count	RENAME ; Issue SOS call (assume $Y = \emptyset$) (ZREC02), Y		(ZREGØ2),Y ;Post return code RETURNØ	RTS		
POP POP YOUT	STY STY LDA STA	LDA STA SOS STA	TYA INY	PUSH PUSH RTS • PROC	,*************************************	; Stack Usage:	; Return co	; Global Registers Used:	; ZREGØØ, ZREGØl, ; Files Used:	; File poin	***************************************	, REF	POP	POP POP	LDY	STY	STA	STA	STA	SOS	TYA	STA	RTS . PROC . ************************************	; Name: SOSSETINFO	; Stack Usage:
	PARAMG, PARAMI, PARAM2, PARAM3, PARAM5 PARAM6, PARAM7, PARAM9, PARAM10, PARAM11, PARAM12 PARAM13, PTRPRM6, SOSBLK	;50S return code ptr.	;Second byte	;Third byte	;First and fourth bytes;ZREG MSB	;Storage type	;Aux. TD	File ID	; Length ; Create list pointer	; Fachname ptr.	, avec per- non	;Parameter count ;Issue SOS call (assume Y =∅) ;Return code LSB		; MSB	nid SOSDESTROY,2 ************************************								; Attempts to destroy the file with the passed pathname. ; .**********************************	ARAM2, SOSBLK	
	PARAMÓ, PARAMI, P PARAM6, PARAM7, P PARAMI3, PTRPRM6	RETURNØ ZREGØ1	A PARAM11	A PARAM12 #Ø.	PARAM10 PARAM13 PARAM2	PARAM9	PARAM7	PARAM6	#8. PARAMS PTRPRM6, PARAM3	#ZREGØØ PARAMI	#3	PARAMØ CREATE (ZREGØI),Y		(ZREGØ1),Y RETURNØ	SOSDESTROY,2			2 d d d d d d d d d d d d d d d d d d d	keturn code ptr., ratnuame ptr	sed:	36Ø1		o destroy the file wi	PARAMÓ, PARAMI, PARAM2, SOSBLK	RETURNØ
Listing 2 continued:	.REF .REF		ASL STA PLA	ROL STA LDY	STY STY STY	STA STA PIA	POP	STA PLA	LDA STA MOVE	LDA	9.1A	STA SOS STA STA	INY	STA PUSH	**************************************	.; Name: SOSDESTROY	; Stack Usage:		Keturn code	; Global Registers Used:	; ZREGØØ, ZREGØI.	Files Used:	.; Attempts to .; ***********************************	, . REF	POP

length, File list ptr., Pathname ptr. ******************** length, File list ptr., Pathname ptr. *********************** **********	thname ptr. ***********************************
thname ptr. ***********************************	thname ptr. ************ ************ ********
4 4 NFO call	4*************************************
4 4 NFO call	4 ************************************
4*************************************	4 4 4 NFO call Lh
4 4 NFO call	4 4 4 NFO call th
4 NFO call th	4 NFO call
; Set the SOS GETINFO call ; Return code ptr. ; List return length ; File list ptr. ; Pathname ptr. ; File list ZREG	; Set the SOS GETINFO call ; Return code ptr. ; List return length ; File list ptr. ; Pathname ptr. ; File list ZREG ;; Pathname ZREG ;
; Return code ptr. ; List return length ; File list ptr. ; Pathname ptr. ; File list ZREG	; List return length ; File list ptr. ; Pathname ptr. ; File list ZREG ;; Pathname ZREG ;
; File list ptr. ; Pathname ptr. 1 ; File list ZREG	;File list ptr. ;Pathname ptr. ;File list ZREG ;;Pathname ZREG
ANY ANY EGØ1 ANY ;File list ZREG	;File list ZREG;;
;File list ZREG	;File list ZREG;;
	; Pathname ZREG

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REFERENCE SOSOPEN STATES SOSOPEN 6 ***********************************						
	Usage:			RTS . PROC	SOSOPEN, 6	
	Return code pi	tr., Prefix path	hname ptr.	********	*************	************************
	l Registers Used:			; Name: SOSOPEN		
		1.		; Stack Usage:		
	************	***********	******************	Return code # of pages	ptr., Reference nun value, Request acces	nber ptr., System buffer ptr., ss type, Pathname ptr.
	REF	PARAMO, PARAM	1, PARAM2, SOSBLK	R		
	POP	RETURNØ ZREGØ1			1, ZREG2, ZREG3.	
	LDY	ZKEGWW #Ø.	parn	; Files Used:		
ACT ACT OF THE STATE OF THE STA	STY LDA STA	PARAM2 #ZREGØØ PARAMI		Opens a fil.	e under the passed	oathname. **********
	LUA SIA SIA TYA	#1. PARAMØ SETPRE (ZREGØ1),Y	SOS call (assume Y =		PARAMØ, PARAMI, I PARAM6, PARAM7, I SOSBLK	aramo, paramo, param Paramo, paramo, paramo, p
And Andrews in the service of the se	STA	(ZREGØ1),Y	; Post return code	POP	RETURNØ	
SOSGETPREFIX, 3 ************************************	PUSH	RETURNØ		404 404	ZREG3 ZREG2	;SOS return code ptr. ;Reference number ptr
	. PROC	SOSGETPREFIX	۶,	POP	ZREG1	;Sytem buffer ptr.
	SOSGETPREFIX	**************************************	***************************************	STY	PARAM1Ø PARAM2	
And Leave teach to establish in a Brown and half districtions of the control of t	. Usage:			LDA STA	#ZREG1 PARAM9	;System buffer ZREG
ni seri nerit ig selentimo geno: neri dalidase geni norica logo increso i geni a gganstanose	Return code pi	tr., Maximum pre	efix length, Prefix pathname ptr.	PLA STA	PARAM8	;# pages
HART THE TOTAL STREET STATES OF THE S	al Registers Used			LDA	#4.	
	7BECGG 7BECG	-		STA	PARAM6	;Length of Open list
er it sur entre som e gregorie groupe gregorie groupe grestannosa	40000 6400000	***		MOVE P1.A	PIRPRM7, PARAM4	; Open list ptr.
RETURNØ ZREGØ1 ;Return code ptr. PARAM3 ;Maximum pathname length ZREGØØ ;Prefix path ptr. PARAM2 #ZREGØØ PARAM1 ;Prefix path ZREG #2. PARAM9 GETPRE ;Issue SOS call (assume Y = Ø)	7 H H H	PARAMA DARAM	I DADAMO DADAMO CACRITA	STA	PARAM7	;Request access type
ZREGØ1 ;Return code ptr. PARAM3 ;Maximum pathname length ZREGØØ ;Prefix path ptr. PARAM2 #ZREGØØ PARAM1 ;Prefix path ZREG #2. PARAM6 GETPRE ;Issue SOS call (assume Y = Ø)	1000	raterly, talent	1), raivelt, traivelt), 0000001	POP T.DA	ZREGØ	;Pathname ptr.
PARAM3 ;Maximum pathname length ZREG00 ;Prefix path ptr. #0. PARAM2 #ZREG00 PARAM1 ;Prefix path ZREG #2. PARAM0 GETPRE ;Issue SOS call (assume Y = 0)	POP	ZREGØI		STA	PARAMI	
PARAM3 ;Maximum pathname length ZREG00 ;Prefix path ptr. #0. PARAM2 #ZREG000 PARAM1 ;Prefix path ZREG #2. PARAM0 GETPRE ;Issue SOS call (assume Y = 0)	PLA			SOS	OPEN	
ZREGØØ ;Prefix path ptr. #Ø. PARAM2 #ZREGØØ PARAM1 ;Prefix path ZREG #2. PARAM9 GETPRE ;Issue SOS call (assume Y = Ø)	STA	PARAM3		STA LDA	(ZREG3),Y PARAM3	
#ZREG000 PARAM1 ;Prefix path ZREG #2. PARAM0 GETPRE ;Issue SOS call (assume Y = 0)	POP LDY STY	ZREGØØ #Ø• PARAM2		STA TYA INY	(ZREG2),Y	
PARAM STATE SOS call (assume $Y = \emptyset$)	LDA STA	#ZREGØØ PARAM1		STA	(ZREG3),Y (ZREG2),Y	;Post the return code;Reference number
GETPRE ; Issue SOS call (assume Y = 0)	STA	PARAMØ		FUSH	KETUKNØ	
(ZKEGØ1), Y	SOS STA	GETPRE (ZREGØ1),Y		• PROC	SOSNEWLINE,4 ************************************	**************************************

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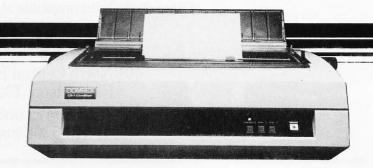
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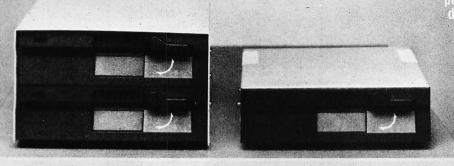
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. REF PARAM6, PARAM7, SOSBLK . DEF CSREAD	POP RETURNØ ;Return code ptr. POP ZREGØ1 ;Return code ptr.	PARAM4 ZREGØØ	#0.	#PARAM3	;Input buff			STA (ZREG#2),Y LDA PARAH6 STA (ZREG#1),Y	INY (ZREG#2),Y ;Return code		PUSH KEIUKNØ RTS SOSSREAD,6 ,***********************************	SOSSREAD	Usage:	Keturn code ptr., Mytes actually read ptr., bytes requested, OffSet, Input buffer ptr., Reference number	Global Registers Used:	ZREGØØ, ZREGØ1, ZREGØ2. Files Used:	Reads from the file with the passed reference number.	******	.REF PARAMØ, PARAM1, PARAM2, PARAM3, PARAM4 .REF PARAM6, PARAM7, SOSBLK, CSREAD	RETURNØ ZREGØ2		ZIKEGWW	ADC ZREGMØ ;IBufPtr + OffSet (LSB) STA		STA ZREG00+1 JMP CSREAD ;Go to SOSREAD coroutine PROC SOSWRITE, 4 Tiction 2 continued	The state of the s
	· · ·		CSREAD			reference	*********				*****	Name:	Stack		Glob	Files	*****			requested,				*	*********	
	age: Return code ptr., Newline character, Newline on/of!	number	Sed:			Sets the newline mode of the file with the passed number.	***************************************	Paramú, Parahi, Param2, Param3 Sosblk	RETURNØ ;Return code ptr.	PARAM3 ;New line character	PARAM2 ;New line on/off	PARAM1 ;Reference number	#3. PARAMO ; Param. count	### (ZREG00). Y :LSB return code		(ZREGØØ),Y ;MSB return code RETURNØ	*PROC SOSREAD,5			Return code ptr., Bytes actually read ptr., Bytes Input buffer ptr., Reference number	Used:	ZREGØØ, ZREGØ1, ZREGØ2.		Reads from the file with the passed reference number.	**************************************	
sting 2 continued:	Stack Usage: Return cod	Reference number	Global Registers Used:	ZREGØØ	Files Used:	Sets the number.	*********	.REF	POP	PLA STA PLA	PLA STA PLA	PLA STA	LDA STA	LDY	TYA	STA PUSH RTS	• PROC	Name: SOSREAD	Stack Usage:	Return cod Input buff	Global Registers Used:	ZREGØØ, ZF	Files Used:	Reads from	**************************************	

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Listing	7 2 continued: ***********	******	Listing 2 continued: .************************************	*****	*********	************	***************************************
	Name: SOSWRITE				.REF	COWRITE	
	Stack Usage:				KEF	Pakarit	
	Return code pt	Return code ptr., Number of bytes, Buffer	bytes, Buffer ptr., Reference number	H H I	POP	ZREGØ1	;Return code ptr.
	Global Registers Used:			;	POP	PAKAM4 ZREGØØ	;# bytes;Offset
	ZREGØØ, ZREGØI.			4.0 <	CLC	788000	·Bufbrr + Offsor (1sg)
	Files Used:			(O)	STA	ZREGØØ	
	Writes to the	file with the p	Writes to the file with the passed reference number.	A W	ADC STA	ZREGØØ+1 ZREGØØ+1	;BufPtr + OffSet (MSB)
* * * *	**************************************	COWRITE	*******************************	*******	JMF • PROC ********	COWKIIE SOSCLOSE,2 *********	JNF COFOULINE ; GO SOSWELLE COFOULINE SWARE SWARTIE COFOULINE SWARE************************************
	REF.	PARAMØ, PARAMI SOSBLK	Paramó, Parami, Parami, Parami, Param4 Sosblk	; Name: SOS	SOSCLOSE		
••	POP	RETURNØ		; Stack Usa	Usage:		
	POP	PARAM4			eturn code pti	Return code ptr., Reference number.	mber.
COWRITE		ZKEGWW	; butter ptr.	; Global Re	Global Registers Used:		
	STA	PARAM1	;Reference number		ZREGØØ		
	LDY STY	#Ø. PARAM3	; ∅ → MSB ZREG	; Files Used:	d:		
	LDA STA	#ZREGØØ PARAM2	;LSB ZREG		loses the file	e with the passed	Closes the file with the passed reference number.
	LDA STA	#3. PARAMØ	ter count	**********	**********	***********	***************************************
	SOS STA TYA	WRITE (ZREGØ1),Y	; Issue call to SOS ($Y = \emptyset$)		REF	PARAMØ, PARAMI, SOSBLK	SOSBLK
	INY STA	(ZREGØ1),Y	;MSB return code	4 4	POP POP	RETURNØ ZREGØØ	;Return code ptr.
	RTS			д 10	STA	PARAMI	;Reference #
****	**************************************	OOOOMKIIE, O	********************		DA	#1.	
	Name: SOSSWRITE			0.7	1.0.S	CLOSE	;Issue SOS call
	Purpose: Issues a SOS w	rite request to	o the file with the passed reference	, A	STA	(ZREGØØ),Y	
		adding in the c	AFTER adding in the offset to the buffer pointer.		INY	(ZREGØØ),Y	; Post the return code
	Stack Usage:			H H	PUSH	RETURNØ	
	Return code ptr., Reference number	Number of	bytes, OffSet, Buffer ptr.,	*************	PROC	SOSFLUSH, 2 *********	.PROC ;************************************
	Global Registers Used:			Name: SOS	SOSFLUSH		
	ZREGØØ, ZREGØ1.			; Stack Usa	Usage:		
	Files Used:			· · · ·	eturn code pt	Return code ptr., Reference number.	mber,
	Writes to the	file with the p	Writes to the file with the passed reference number.	; Global Re	Global Registers Used:		Listing 2 continued on

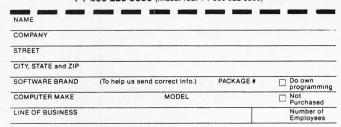




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LDA #0FF ; ((mark + 511) div 512)	4M2	LDA #1. ADC PARAM3 STA PARAM3		A	LDA PARAM3 ;Low byte -> A ROR A	STA (ZREGØ1),Y ;LSB block count			STA (ZREGØ1),Y ;MSB block count PUSH RETHRNØ	÷	Name: SOSGETBEOF	Dotter		; Global Registers Used:	ZREGØØ, ZREGØI.	; Files Used:	; ; Gets the EOF of the file with the ref. number passed.	**************************************	COBMRKEOF, SBMRKEOF		LDA #GETEOF STA SBMRKEOF	JMP COBMRKEOF ;Go to the coroutine .PROC SOSSETHMARK,4		SOSSETBMARK	; Stack Usage:	Return code ptr., # of blocks, Base type, Reference number	; Global Registers Used:	ZREGØØ	Files Used:	; Sets the mark of the file with the ref. number passed.	**************************************
Listing 2 continued:	; Files Used:	; ; ; ; ; ; ; ; ; ; ;	***************************************	, .REF PARAMO, PARAMI, SOSBLK	RETURNØ	ZKEGWW.	STA PARAMI ;Reference #	LDA #1.			INY (ZREGØØ),Y ;Post the return code	OCOGE LOTHARK, ************************************	; Name: SOSGETBMARK			; Return code ptr., # of blocks ptr., Reference number	; Global Registers Used:	zregφφ, zregφl.	Files Used:	; ; ;*********************************	; COBMRKEOF, S BMRKEOF	REF PARANG, PARAM1, PARAM2, PARAM4. - REF PARAM5, SOSBLK.	POP RETURNØ	STA SBMKEOF	COBMRKEOF POP ZREGØØ ;Return code ptr. POP ZREGØ1 ;# of blocks ptr.	PLA PARAMI ;Reference number	#2.		TE Ø SOSBLK		

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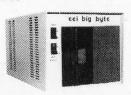
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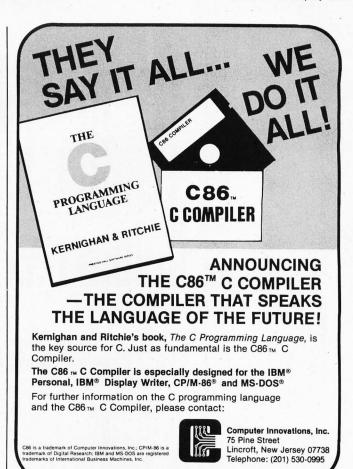
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	Reference number	, nign byce	count pie, tow byte count pie.,
	Global Registers Used:	:pa	
	ZREGØØ, ZRE	ZREGØ1, ZREGØ2	
Fi.	Files Used:		
	Gets the by	byte mark of the fil	file with the passed reference numb.
× × × × × × × × × × × × × × × × × × ×	.DEF .REF	COGMRKEF, GMARKEOF PARAM, PARAMI, PAR SOSBLK	. DEF COGMRKEF, CHARKEOF . REF SOSBLK
; COCMBYER	POP LDA STA	RETURNØ #GETMARK GMARKEOF	. Barurn code ntr.
	POP	ZREGØ1 ZREGØ2	High byte count ptr.
	PLA STA PLA	PARAMI	;Reference #
	LDA STA 1.DY	#2. PARAMØ #0.	;Parameter count
	STY BRK	PARAM5	;Zero out the 4th byte ;Call SOS
GMARKEOF	. BYTE . WORD STA	Ø SOSBLK (ZREGØØ),Y	; Assume $Y = \emptyset$
	LDA STA T DA	PARAM2 (ZREGØ2),Y PARAM4	;Low LSB
	STA	(ZREGØ1),Y	;Hi LSB
	INY	(ZREGØØ),Y	:Post return code MSB
	LDA STA	PARAM3 (ZREGØ2),Y	318
	LDA STA PUSH	PARAM5 (ZREGØ1),Y RETURNØ	;Hi MSB
******	RTS • PROC *********	SOSGETEOF,4	RIS • PROC SOSGETEOF, 4 ***********************************
	Name: SOSGETEOF		
St	Stack Usage:		
	Return code ptr. Reference number	, High byte	count ptr., Low byte count ptr.,
610	Global Registers Us	Used:	
	ZREGØØ, ZRE	ZREGØ1, ZREGØ2	

, Param4	code ptr.	# of bytes			number		TYA INY (ZREGØØ),Y STA (ZREGØØ),Y PUSH RETURNØ RTS SOSSETBEOF,4	******	Reference number			Sets the EOF of the file with the ref. number passed.		routine
COBSMEOF, SSBMEOF PARAMG, PARAMI, PARAM3, PARAM4 PARAM5, PARAM6, SOSBLK	;Return cod			;Base type	; kererence ; Parameter	call 505	4	******	blocks, Base type, R			with the ref. numb *********	BMEOF	;Jump to coroutine
COBSMEOF, SS PARAMØ, PARA PARAMS, PARA	RETURNØ #SETMARK SSBMEOF ZREGØØ	A PARAM4	A PARAM5 #Ø• PARAM3 PARAM6	PARAM2	#3. PARAMØ	Ø. SOSBLK #Ø. (ZREGØØ),Y	(ZREGØØ),Y RETURNØ SOSSETBEOF,	****************	code ptr., # of bloc	Jsed:		EOF of the file wi	COBSMEOF, SSBMEOF	POP RETURNØ LDA #SETEOF STA SSBMEOF JMP COBSETOR ;Jump to coroutine CONSTRUCTOR CONSTRUCTOR ;
Listing 2 continued: DEF REF REF	POP LDA STA POP	PLA ASL STA	PLA ROL STA STA	PLA PLA PLA	SIA PLA LDA STA	BKK BYTE WORD LDY STA	TYA INY STA PUSH RTS PROC	**************************************	Stack Usage: Return cod	Global Registers Used:	ZREGØØ Files Used:	Sets the E	REF	POP LDA STA JMP
Listing 2 co	COBSMEOF					SSBMEOF		**************************************				****	• ••	1 904

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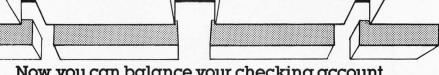
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	Gets the EOF	of the file with	Gets the EOF of the file with the passed reference number.	
*****	*******	*****	***************************************	
	.REF	COGMRKEF, GNARKEOF	KEOF	
******************	POP LDA STA JMP •PROC ********	RETURNØ #GETEOF GNARKEOF COGMRKE F SOSSETMARK,5 ************************************	POP RETURNØ LDA #GETEOF STA GMARKEOF JMP COGMRKEF ;Jump to the coroutine SOSSETMARK,5 ***********************************	
Name:	SOSSETMARK			
Stack	Usage:			
	Return code ptr. Reference number	tr., High byte c ber	Return code ptr., High byte count, Low byte count, File Base, Reference number	
Global	Registers Used:			
	ZREGØØ			
Files Used:	Used:			
****	Sets the byte *********	mark of the fil	Sets the byte mark of the file with the passed reference numb.	
	.DEF .REF .REF	COMRKEOF, SMARKEOF PARAMØ, PARAMI, PAR SOSBLK	comrkeof , sharkeof Parang, Parani , Param2 , Parahi , Param5 Sosblk	
	POP LDA	RETURNØ #SETMARK		
COMRKEOF	SIA POP POP	SHAKKEUF ZREGØØ PARAMS PARAM3	;Return code ptr. ;High byte count ;Low byte count	
	PLA STA PLA	PARAM2	;From specified base	
	STA	PARAMI	;Reference #	
	LDA STA BRK	#3. PARAMØ	; Parameter count	
SMARKEOF	BYTE WORD	Ø SOSBLK ##		
	STA	(ZREGØØ),Y		
	INY STA PUSH PTS	(ZREGØØ),Y RETURNØ	; Post return code	
	KIS		KID	

9:0::-										
	Return code ptr., High byte count, Low byte count, File Base, Reference number Sets Registers Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Set Sobard Name: SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SET BRANIA PRAMIA, PARAMIA, PARAMIA	Reference on perr., High byte count, Low byte count, File Base, Reference number ZREG## Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME ## DOW ## SETTOR SHAREOF CONRECOF ;Jump to the coroutine STARREOF NAME: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG####################################	Stack Usags: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. Sets the byte SSTEOF SARREOF SARREOF SARREOF SSTEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. REF COMREGOF; SMAREOF DAY SHAREOF STA SMAREOF SOSDIA Purpose: The SOS parameter block area. Name: SOSDIA Purpose: The SOS parameter block area. SOSDIA SOSDIA Purpose: The SOS parameter area SOSDIA RAMI SATTE RAMI S	Reference number. Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Return code pir., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\text{2}\$ Files Used: ZREG\$\text{2}\$ Files Used: Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SOURKEOF JAP SOURKEOF SOURKE	Return code pir., High byte count, Low byte count, File Base, Return code pir., High byte count, Low byte count, File Base, Reference number ZEEGOW Files Used: Sets the byte EOF of the file with the passed reference number. REF CONNEGOF, SNARROF STA CONNEGOF ; Jump to the coroutine SOSDATA PROC. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME SETTING STANKEOF POP RETURNO STANKEOF; Jump to the coroutine SOSDATA Purpose: The SOS parameter block area. ***********************************
PTRPRMS WORD PARAMS	Reference number Global Registers Used: ZREC000 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SAMAREOF JHP SON RECOVERED ; Jump to the coroutine stands assertance and stands assertance. SOSBATA Name: SOSBATA Purpose: The SOS parameter block area. SOSBIK, PARAMI, PARAMI, PARAMI, PARAMI P	Reference number. Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COUNKEOF STA SHARKEOF REF COUNKEOF ;Jump to the coroutine STA SHARKEOF STA CONKEOF ;Jump to the coroutine SOSBIK, PARANG, PA	Return code ptr., High byte count, Low byte count, File Base, Reference number SREG### Reference number SREG### Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME ## STEEP COMPREOF ;Jump to the coroutine STETON S	Refurn code ptr., High byte count, Low byte count, File Base, Reference number ZREC####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREG00 Files Used: Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. Sets the byte SSETOP SNARKEOF LDA SNARKEOF SSTENDE SSTENDE SSETOP SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number. Global Registers Used: ZREG\$6 Files Used: SRESTENDE LDA #SETTON #SETTON SONGREDF, SHARREOF Jump to the coroutine SOSDATA PUTOSE: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS SONARX. SAMAREOF TOWN RECORD AND ASSETTOR SONARX. Name: SOSDATA PROC. SOSDATA PRAMIA, PRAMI, PARANI, PARANI, PARANI, PARANI DEF PRAMIA, PARANI, PARANI, PARANI, PARANI, PARANI DEF PRAMIA, PARANI, PARANI, PARANI, PARANI, PARANI DEF PRAMIA, PARANI, PARANI, PARANI, PARANI DEF PRAMIA BYTE RAMS SUTE RAMS	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZECG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SEC TA SECTION INTE CONERGOF STA SONDARA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZRECOM Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Name: SoSDATA PUTPOSE: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZRECOON Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************
BYTE	Reference number Global Registers Used: ZREG####################################	Reference number. Global Registers Used: ZREG####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG####################################	Reference number Reference number Reference number Reference number ZREG####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. REF COMREGOF, SMAREOF SHAREOF SHARE	Reference number. Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the Corontine the corontine the corontine the passed reference number. Sets the byte EOF of the file with the Corontine the coronti	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA CONNECOF STARKEOF STA CONNECOF STARKEOF STARK	Stack Usage: Reference number Global Registers Used: ZEGGM Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONRECOF, SNAREOF DA SETTOF SOSBETOF SOSBATA Name: SOSBATA PUTPOSE: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. RETURNO LDA SNARKEOF SNA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. ZRECOON Files Used: Sats the byte EOF of the file with the passed reference number. SEE CONNECOF, SHARKEOF DA STEERS SOSSATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************
BYTE BYTE MORD	Reference number Clobal Registers Used: ZREG####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME STEPPE COMPREOF ;Jump to the coroutine STARREOF SOSDATA STARREOF ;Jump to the coroutine SOSDATA STARREOF SOSDATA S	Reference number Reference number Reference number ZREG####################################	Reference number Reference number Reference number Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SEEFORM SHARKEOF POP RETURNO SNARKEOF	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COMREGOF, SWAREGOF LDA SHETHENO LDA SHETHENO LDA SHETHENO STA SOSDATA Name: SOS	Return code ptr., High byte count, Low byte count, File Base, Reference number. Reference number. ZREG\$\text{RETURN}\$ Files Used: Sets the byte EOF of the file with the passed reference number. RETURN\$\text{RETURN}\$ LDA \$\text{FETURN}\$ SSTA \$\text{SSRTEOF}\$ Jump to the coroutine \$\text{SSRTEOF}\$ Name: \$\text{SOSDATA}\$ Name: \$\text{SOSDATA}\$ Name: \$\text{SOSDATA}\$ Purpose: The \$\text{SOS parameter block area.} SSSE, \$REMAMILENEWS.FRANK	Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS SAMENEOF JAP SARKEOF JAP SARKEOF JAP COMREOF, SHARKEOF JAP COMREOF, SHARKEOF JAP COMREOF, SHARKEOF JAP COMPREOF SOSDATA PURPOSE: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SEC STA SNARKEOF STA SNARKEOF SNARKEO	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZRECOM Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. ZRECOON Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte SOF SARKEOF LDA SPETTOR SOSSATA Name: SOSDATA PUTPOSE: The SOS parameter block area. ***********************************
BYTE BYTE ANDRO	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREGOM Files Used: Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. SETS SNARKEOF DA SHEFFOF SNARKEOF SNARKEOF THE CONKREDF, SMARKEOF SNARKEOF SNARK	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREGGG Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME STA SNARKEOF SNARKEO	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETE COMRECOF, SMARKEOF STA SONDATA Name: SOSDATA Purpose: The SOS parameter block area. PARAMIA, PARAMI, PARAMI	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMREOF, SHARKEOF JUA SETTOR STA STARKEOF STA STARKEOF DARKEOF PPOP RETURNO SOSBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS ASSURED: LDA SPETION #SETTON #S	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZRGG###################################	Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number Reference number ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ANAMAMAMAMAMAMAMAMAMAMAMAMAMAMAMAMAMAMA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZEGO00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONNEGOF, SHARKEOF STARKEOF STARKEOF SOBARK SOBAR	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZRECOGO Files Used: Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. Name: SOSDATA PUPOSE: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZRECOM Files Used: Sets the byte EOF of the file with the passed reference number. SEE CONNECOF, SHARKEOF DA SEETEN SHEED SHARKEOF ;Jump to the coroutine "REF CONNECOF ;Jump to the coroutine "REF CONNECOF ;Jump to the coroutine "REF SOSBIR, PARAMS, PARAMS, PARAMS, PARAMS "REF SOSBIR, PARAMS, PARAMS, PARAMS, PARAMS, PARAMS "BE SOSBIR, PARAMS, PARA
BYTE BYTE BYTE MORD	Return code ptr., High byte count, Low byte count, File Base, Reference munder Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAREOF STARKEOF STARKEOF STARKEOF LDA STARKEOF STARKEOF STARKEOF LDA STARKEOF STA	Return code ptr., High byte count, Low byte count, File Base, Reference number. Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. 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REF COMREGOF, SMARKEOF DA SERTOR STA STARREOF OMREGOF ; Jump to the coroutine PROMREGOF ; Jump to the coroutine SOSBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAMES STA COMRREOF JUMP SONREOF SONREOF SONREOF SONREOF SONREOF PARANIO, PARANI, PARANI, PARANI, PARANI, PARANI DEF PARANIO, PARANI, PARANI, PARANI, PARANI, PARANI, PARANI BYTE RAME SHAME SONSER, PARANIO, PARANI, PARANI, PARANI, PARANI, PARANI BYTE RAME SONSER, PARANIO, PARANI, PARANI, PARANI, PARANI SONSER	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number: ZREGOM Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SNARKEOF DA SNARKEOF SOBATA Name: SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter area. SOSDATA Purpose: The SOS parameter area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter area. SOSDATA Purpose: The SOS parameter area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter area. SOSDATA Purpose: The SOS parameter area. SOSDATA Purpose: The SOS parameter area. SOSDATA SOSDATA Purpose: The SOS parameter area. SOSDATA SOSDATA SOSDATA SOSDATA Purpose: The SOS parameter area. SOSDATA SO	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREC####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC####################################	Stack Usage: Reference number Global Registers Used: ZECOM Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF CONRECOF, SNARKEOF JUP SCHENKE SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZRECOM Files Used: Sets the byte 50F of the file with the passed reference number. RETURNØ LDA SMARKEOF DOP RETURNØ LDA SMARKEOF SSETEOF SSETEOF SNORKEOF HAP COMREOF, SMARKEOF LDA SNARKEOF SNORKEOF SNORKEOF JUMP COMREOF JUMP SNORKEOF JUMP SNORKE	Stack Usage: Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZRECOON Files Used: Sats the byte BOF of the file with the passed reference number. Sats the byte BOF of the file with the passed reference number. SEE CONNECOF, SWARREOF DA SHARROF STA SHARROF Name: SOSDATA Purpose: The SOS parameter block area. ***********************************
BYTE BYTE BYTE BYTE BYTE BYTE BYTE	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREGOM Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SNARKS. NAME: SNAREOF	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SOMENEW. Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG@@ Files Used: ZREG@@ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SOURKEOF STA SNARKEOF STA SNARKEOF SOURKEOF SOUR	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREGOM Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COMERGOF, SMARKEOF JUDA STA SONDATA Name: SOSDATA PURDOSE: The SOS parameter block area. PRAME SOSDATA PURDOSE: The SOS parameter block area. SOSDATA PURDOSE: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS COMRREOF; Jump to the coroutine system and standard	Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COMRECP, SMARKEOF LDA SPRENCE SOSARRE THO COMRECP ;Jump to the coroutine SOSARRE SOSARRE SOSARRE Name: SOSARR Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SOSARRE SOSBER, PARAM9, PARAM1, PARAM1, PARAM1, PRRAM3 DEF PARAM4, PARAM1, PARAM1, PARAM1, PRRAM17 DEF PARAM4, PARAM1, PARAM1, PRRAM17 DEF PARAM4, PARAM1, PARAM1, PRRAM17 SOSBER SAMI	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. 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NAMES SATA	Stack Usage: Stack Usage: Return code ptt., High byte count, Low byte count, File Base, Reference number. ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SETS CONKEOF, SNARKEOF JAN STA SYNAX SYNAX SYNAX SYNAX Name: SOSDATA Purpose: The SOS parameter block area. ***********************************
BYTE BYTE BYTE BYTE BYTE BYTE BYTE	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREG00 Files Used: Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. SARAREDE DA SWARKEOF STA COMREGOF STA COMREGOF STA COMREGOF STA COMREGOF STA SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSDATA SOSDATA NAME: SOSDATA PARAMI, PA	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SPA STA SURKEOF STA COMREDOF, SMAREOF STA COMREDOF STA SOSBATA Name: SOSBATA Name: SOSBATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURN LDA SPACE STA OWREEOF, SMARKEOF STA OWREEOF STA OWREEOF STA OWREEOF SOSBLA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. Stack Used: Stack Used: Stack Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME: SON DATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBATA Purpose: The SOS parameter block area. SOSBATA NAME: SOSDATA Purpose: The SOS parameter block area. SOSBATA SOSBATA NAME: SOSDATA PURPOSE: The SOS parameter block area. SOSBATA SO	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SESTA STA STA STA SONREOF DA SONREOF	Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number Saes the byte EOP of the file with the passed reference number. Sats the byte EOP of the file with the passed reference number. Sats the byte EOP of the file with the passed reference number. Sats SydakEoP OMNKEOP; SharkEOF JMP COMNKEOP; Jump to the coroutine SydakEoF JMP COMNKEOF JMP COMNKEOP; Jump to the coroutine SydakEoF JMP COMNKEOP; Jump to the COP JMP SydakEoF JMP SydakEoF JMP SydakEoF JMP SydakEoF JMP SydakEo	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETA SNAREOF SNAR	Reference number Reference number Global Registers Used: ZREG\$\$\$\$ Files Used: ZREG\$\$\$\$\$\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SEF CONNEGED: JUA SHARKEOF STA CONNEGED: JUA SHARKEOF STA CONNEGED: JUA SSTEEP SOSBATA Name: SOSBATA Name: SOSBATA Name: SOSBATA Name: SOSBATA SOSBATA SOSBATA Name: SOSBATA SOSBATA Name: SOSBATA SOS	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SNAKEOF LDA SSTA SNAKEOF SONATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Name: SOSSETEOF Stack Usage: Reference number Reference number Reference number Reference number ZREG00 Files Used: SEE COMERGOF, SHARKEOF POP RETURNO LDA SPETEOF STA SHARKEOF POP RETURNO LDA SPETEOF STA SHARKEOF POP RETURNO LDA SPETEOF SOSDATA Name: SOSDATA DEF PARAMIO, PARAMI, PAR
BYTE BYTE BYTE BYTE BYTE	Reference munber Clobal Registers Used: ZREG\$\text{Reference munber} ZREG\$\text{Reference munber} ZREG\$\text{Reference munber} Sets the byte EOF of the file with the passed reference munber. Sets the byte EOF of the file with the passed reference munber. Sets the byte EOF of the file with the passed reference munber. Sets the byte EOF of the file with the passed reference munber. RETURN\$\text{REF} COMREOF, SMARKEOF JUM STA SONSELR, PARAMEOF SONSALA Name: SOSDATA Purpose: The SOS parameter block area. SOSSELR, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SHTE RAMM SHTE RAMM SHTE RAMM SHTE RAMS SHTE SHTE RAMS SHTE RAMS SHTE RAMS SHTE SHTE RAMS SHTE SHTE RAMS SHTE SHTE	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SPA SWARKEOF STA SWARKEOF STA SWARKEOF SONREOF; Jump to the coroutine SONREOF. HPOC SONREOF; Jump to the coroutine SONREOF. PROMINGER SONREOF; Jump to the coroutine SONREOF. THE SONSELK, PARAMI, PARAMI	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SPA SNARKEOF DA RETURNØ LDA SSTA SNARKEOF SONSELK, PARANGOP SONSELK, PARANGOP SONSELK, PARANGOP SONSELK, PARANGOP SONSELK, PARANGOP DEF RAMAN DEF RAMAN SNYTE SNAMAN SNYTE RAMAN SNYTE RAMAN SNYTE SNAMAN SNAMA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Stack Usage: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAMES STA SONREGOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SETS TA SNARKEOF DOP RETURN LA STA SNARKEOF JUMP to the cotoutine ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number SEES the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SED #SETRING LDA #SETROF THE COMREGOF, SMARKEOF SMARKEOF SMARKEOF THE OF RETURNG LDA #SETROF SMARKEOF SMA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. NAME OF STACKS. SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Reference number Global Registers Used: ZREG####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SWARKEOF DAM SETEOF STA SWARKEOF PUTPOSE: The SOS parameter block area. ***********************************	Name: SOSSETEOF Stack Usage: Reference number Reference number Reference number Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA COMEKEOF, SHARKOF JAB ASETEOF STA STARKOF STA STARKOF NAME: SOSDATA Purpose: The SOS parameter block area. SOSBLK, PRAMM, PRAMI, PRAMM; PRAMM, PRAM
BYTE BYTE BYTE BYTE BYTE BYTE BYTE	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAMES SSDATA PUTDOSE: The SOS parameter block area. SOSBATA PRAMI PRAMI, PARAMI, PARA	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURN COMRREOF STA SNARREOF OWNREOF SOBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Jow byte count, File Base, Reference number: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SNARKEOF DA RETURNO SOBIES PARAME SOBIES PARAME SOBIES PARAME SOBIES PARAME PARAME PARAME SOBIES	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SONARROF STA Name: SONDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Name: Sosbata POP RETURNO LDA \$STARKEOF STARKEOF STARKEOF STARKEOF FULDOSE: The SOSBER, PARAMA**********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COMRREOF SNARREOF The SOSBATA Purpose: The SOS parameter block area. SOSBER, PARAM4, PARAM1, PARAM2, PARAM3, PARAM3 DEF PARAM4, PARAM1, PARAM3, PARAM1, PARAM1, PARAM1, PARAM17 DEF PARAM4, PARAM1, PARAM1, PARAM1, PARAM1, PARAM17 SBERK SEQU ** STEE********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SET SNARKEOF SNA	Reference number. Global Registers Used: ZREG####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZEEG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SEE CONRECE, SHARKEOF LDA SHEEGOF LDA SHEEGOF STA SHARKEOF HETURNO SOSDATA Name: SOSDATA Name: SOSDATA PUTPOSE: The SOS parameter block area. ***********************************	Name: SOSSETEOF Stack Usage: Reference number Reference number Reference number ZREG####################################
BYTE BYTE BYTE BYTE BYTE BYTE BYTE BYTE	Reference number Clobal Registers Used: ZREGAM Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMREGOF, SMARKEOF SNA SNARKEOF Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SEGAMA, PRANA'S, PARAM'S,	Refurence dumber. Global Registers Used: ZREG\$0\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMREGOF, SMAREOF STA SNAREOF STA SNAREOF SOSDATA Purpose: The SOS parameter block area. Name: SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter area and area. SOSDATA SOSDATA Purpose: The SOS parameter area and area. SOSDATA SOSDATA Purpose: The SOS parameter area and area. SOSDATA SOSDATA SOSDATA SOSDATA Purpose: The SOS parameter area and area. SOSDATA SOSDATA SOSDATA SOSDATA SOSDATA SOSDATA SOSDATA SOSDATA SOSDATA PURPOSE: The SOS parameter area SOSDATA SOSDA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SPA SNARKEOF LDA SSETTORN STATE COMRRED STATE STA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SRA SNA SNA SNA SNA SNA SNA SNA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO DA SWARKEOF SNARKEOF SN	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SET SNARKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF SOSBLK, PARAMI, PARAM	Stack Usage: Return code pir., High byte count, Low byte count, File Base, Reference mumber. ZREG00 Files Used: ZREG00 STA SONREOF, SMARKEOF STA SONREOF, Jump to the coroutine SONREOF SONRE	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SPA SURKEOF, SWARKOF LDA SPETOR STA SURKEOF STA SURKEOF STA SURKEOF SOSDATA Name: SOSDATA Name: SOSDATA SOSBAK, PARAM9, PARAM1, PARAM2, PARAM3, PARAM1, PARAM3, PARAM3, PARAM1, PARAM3, PARAM3, PARAM1, PARAM3, PARAM1, PARAM3, PAR	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. STA SWARKEOF DA SETBOF STA SWARKEOF STA SWARKEOF PARAMIN PARAIL PARAIL PARAMINAMAMAMAMAMAMAMAMAMAMAMAMAMAMAMAMAMAM	Name: SOSSETEOF Stack Usage: Reference number Reference number Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA CONRECOF, STAARKEOF JDA SSTERE CONRECOF, STAARKEOF STA Name: SOSDATA Purpose: The SOS parameter block area. SOSSIA, PARAM,
. BYTE . BYTE . BYTE . BYTE . BYTE . BYTE . BYTE	Reference number Global Registers Used: ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SA SWAKEOF DOP RETURN\$ SAR SAR SNAKEOF SOSDATA PROC COMRKEOF SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSSELK, PARAM9, PARAM1, PARAM3, PARAM9, PARAM9 DEF PARAM1, PARAM1, PARAM1, PARAM9, PARAM1, PARAM9 SOSSELK, PARAM1,	Refuren code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETA SNARKEOF OMNKEOF JMP COMNKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. NEF COMREDO. SMAREOF SNAREOF SNAREOF SNAREOF SNAREOF SNAREOF SNAREOF SNOBALA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: ZREC00 Files Used: ZREC00 Files Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA COMREGOF. Junp to the coroutine JUNP COMREGOF. Junp to the coroutine SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBER, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSBER, PARAMI, PARAMI, PARAMI, PARAMI SUFF RAAMI STE RAAMI ST	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONREGOF, SMARKEOF POP RETIRNØ LDA \$SETEOF SNARKEOF SNARKEOF SNARKEOF POP RETIRNØ LDA \$SETEOF SNARKEOF S	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG000 Files Used: Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. STA STANTARGOF STA STANTARGOF SONREOF PROMINEOF PROMINEOF SONREOF SONREOF SONREOF PRAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PRAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI STE RAMI	Stack Usage: Reference number. Global Registers Used: ZREC####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number. Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SWENCEOF, SWARKEOF STA SWENCEOF SWENCEOF SWENCEOF STA SWENCEOF SWENCEO	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG####################################	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Name: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Name: SOSDATA Purpose: The SOS parameter block area. ***********************************
. BYTE . BYTE . BYTE . BYTE . BYTE . BYTE . BYTE . BYTE	Refurn code ptr., High byte count, Low byte count, File Base, Reference number ZREG####################################	Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Reference number: ZREG00 Files Used: Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. NEF COMREGOF, SMARKEOF STA SMARKEOF STA SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. SSELK SOSDATA Purpose: The SOS Parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: ZREG00 Files Used: ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. REF COMREGOF, SMARKEOF STA SMARKEOF STA SNARKEOF STA SNARKEOF STA SNARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets STARKEOF POP RETURNO SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. ZEEG\$\text{Clobal Registers Used:} ZEEG\$\text{Clobal RETURN\$\text{Clobal Registers Used:}} ZEEG\$Clobal RETURN\$\text{Clobal RE	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. SEF COMREGOF. JNP COMREGOF. SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SERMANAWAWAWAWAWAWAWAWAWAWAWAWAWAWAWAWAWAWA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETA CONRECE: SATA CONRECE: SATA SASDATA PARAMI, PRAMA'S PARAM'S PARAM'S PARAM'S PARAM'S PARAMIN SATA SATA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS CONRECTS STARKEOF STA STARKEOF STA STARKEOF STA SUARKOF STA SONARA STARKEOF STA SONARA SONARA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SET SAMRENGF SOSBLA. ***********************************	Name: SOSSETEOF Stack Usage: Reference number Reference number Reference number Reference number Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SET COMRECOF, SMARKOFF SMARKOFF SNARKEOF SNARK
. BYTE . BYTE . BYTE . BYTE . BYTE . BYTE . BYTE . BYTE	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA SPARKEOF STA NAMECOF STA NAMECOF SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NARECOF STA SWARKEOF STA SWARKEOF STA SWARKEOF STA SWARKEOF SOSDATA PUTPOSE: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGON Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME SYAN NAME SYAN NAME SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SET SOSDATA Purpose: The SOS parameter block area. SOSDATA SOSDATA Purpose: The SOS parameter area SOSDATA SOSDATA SOSDATA SOSDATA PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSDATA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG#0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SOBMENTED SOBMENCE :Jump to the coroutine SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. ZREG#0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMREGOF. SASTANARAM	Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SNARKEOF DOP #SETEOF STA SNARKEOF NAME COMRECOF ;Jump to the coroutine SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Reference number Clobal Registers Used: ZREG\$\text{Reference} \text{Reference} \text{Tigh} \text{ byte count, Iow byte count, File Base, Reference number.} \text{ZREG\$\text{Reference} \text{Reference} Refe	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA STA SMRKEOF FOR STA COMRKEOF SOSDATA Purpose: The SOS parameter block area. Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. 2REG000 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS TA SWARKEOF SOSBATA Purpose: The SOS parameter block area. PREMAM: ***********************************	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAMEROF STA CONRECOF STA SMARKEOF STA S
. BYTE . BYTE . BYTE . BYTE . BYTE . BYTE . BYTE . BYTE . BYTE	Refurn code ptr., High byte count, Low byte count, File Base, Reference number ZREG#0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMREDF.SMAREOF TOWNEEDF.SMAREOF STA SMARKEOF STA SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Name: SOSDATA Purpose: The SOS parameter block area. SELM PARAMI, PA	Return code ptr., High byte count, Low byte count, File Base, Reference number Return code ptr., High byte count, Low byte count, File Base, Reference number: Sets the byte BOF of the file with the passed reference number. Sets the byte BOF of the file with the passed reference number. NEF COMREDOF, SMARKEOF POP RETURNØ LDA #SETION SNARKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF JANP COMREDOF, Jump to the coroutine SNSDATA Purpose: The SOS parameter block area. ***********************************	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. REF COMREOF, SMARKEOF STA SMARKEOF STA SNEARCOF STA SN	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets STANDARMEDE STANDARMED STANDARME	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SRES COMRECOF, SMARKEOF LDA SMARKEOF STA SMARKEOF JNP COMRECOF, SMARKEOF SOSDATA Purpose: The SOS parameter block area. ***********************************	Reference number Reference number Global Registers Used: ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SATA SWARKEOF JNP COMRKEOF ;Jump to the coroutine of the corouti	Stack Usage: Refurn code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA SMARKEOF SOSDARA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code pir., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS TA OUNREOF, SMARKEOF STA SNARKEOF SNARK	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREC####################################	Name: SOSSETEOF Stack Usage: Reference number Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Reference number RETURN0 Files Used: Sets the byte EOF of the file with the passed reference number. REF CONREGOF, SMARKEOF POP RETURN0 ANARK***********************************
. BYTE . BYTE	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS CONKEOF, SMAREDF STA SMAREOF STA SMAREOF SONAREOF SONA	Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETA SARKEOF SORKEOF SORKEOF SORKEOF SOSDATA PUTPOSE: The SOS parameter block area. SOSBLK, PARAWI, PARAMI, PARA	Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Reference number SECGOON Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMEKEOF, SMARKEOF STA SWARKEOF STA SWARKEOF SOSBATA PUTPOSE: The SOS parameter block area. Name: SOSDATA PUTPOSE: The SOS parameter block area. SOSBLK, PARAWO, PARAMI, PARAMI, PARAMI, PARAMI 3 PARAMI SOSBLK, PARAWO, PARAMI, PARAMI, PARAMI 3 PARAMI SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI 3 PARAMI SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI 3 PARAMI SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSBLK, SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSBLK, PARAMI, PARA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COMREOF, SMAREOF DDA SETEOF STA SMAREOF COMREOF ;Jump to the coroutine SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. 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Son RETURN\$ LDA **SETEOF SONDATA COMREGOF, SMARKEOF SONDATA **PROSE: The SOS parameter block area. **DEF PARAMIA**********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF CONREGOF, SMARKEOF TAMA SAMEREOF SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONREDOF, SMARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SOSBLK, PARAMO, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SELK SEMI - BYTE RAMI SETE RAMI SETE RAMI SETE RAMI SETE RAMI SETE SOS parameter area SAMI SETE RAMI SETE R	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME SONDATA PUTPOSE: THE SOS parameter block area. PUTPOSE: THE SOS parameter block area. SOSBAR. SOSB	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. 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Soft the byte EOF of the file with the passed reference number. Soft Sharks. Soft Sharks. Soft the byte EOF of the file with the passed reference number. Soft Sharks. Soft the byte EOF of the file with the passed reference number. Soft Sharks. Soft the byte EOF of the file with the passed reference number. Soft Sharks. Soft the byte Sharks. Soft S	Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMRKEOF, SMARKEOF DDA #SPEEOF SOSBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SWARKEOF JDA #SETEOF STA SWARKEOF JUMP to the coroutine SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA SSTA SNARKEOF JMP COMRKEOF STA SNARKEOF SONDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA STA SNARKEOF STA SNARKEOF JHP COMRKEOF,SMARKEOF JHP COMRKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Reference number Reference number Global Registers Used: ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SA SMARKEOF JNP COMRKEOF, SMARKEOF SNARKEOF SNARKEOF THOSOS STA SNARKEOF SOSDATA Purpose: The SOS parameter block area. SET SOSSATA Purpose: The SOS parameter block area. SER. Parami, Parami, Parami, Parami, Parami, Parami DEF PARAMI, Para	Stack Usage: Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNØ LDA SMARKEOF STA COMRKEOF, SMARKEOF POP RETURNØ LDA SMARKEOF SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number. Clobal Registers Used: Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. RETURNØ LDA #SRTEDF STA COMRKEOF JUMP to the coroutine SOSDATA ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number: ZRECOOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS SWENCOFF ; Jump to the coroutine PROC SYA SWARKEOF ; Jump to the coroutine PROC SOSDATA Purpose: The SOS parameter block area. SELK SOSDATA Purpose: The SOS Parameter block area. ***********************************	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREC00 Files Used: Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. STA SMRKEOF DA SNARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************
. BYTE . BYTE	Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMRKEOF, SMARKEOF DD #SETEOF STA SWARKEOF IDA #SETEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBLK, PARAWW, PARAMI, PARAM	Reference number Global Registers Used: ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMRKEOF STA STA STARKEOF SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter area SOSDATA SOSDATA Purpose: The SOS parameter area SOSDATA SOSDATA PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSDATA SOSDATA PARAMI PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSDATA SOSDATA PARAMI PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSDATA SOSDATA SOSDATA PARAMI PARAMI, PARAMI, PARAMI, PARAMI SOSDATA SOSDATA PARAMI PARAMI, PARAMI, PARAMI, PARAMI SOSDATA SOSDATA PARAMI PARAMI, PARAMI, PARAMI, PARAMI SOS PARAMI SOSDATA SOSDATA SOSDATA PARAMI PARAMI, PARAMI, PARAMI, PARAMI SOSDATA PARAMI PARAMI, PARAMI, PARAMI, PARAMI SOSDATA SOSDAT	Reference number Global Registers Used: ZREGØØ Files Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS OWNEREOF, SMARKEOF JMP COMRECOF SNARKEOF JMP COMRECOF SNARKEOF SNARKEOF JMP COMRECOF SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA STA STA STA STA STA STA STA STA ST	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA COMRECP, SMARKEOF STA SMARKEOF STA COMRECP, SMARKEOF STA COMRECP, SMARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA COMRECOF.SMARKEOF LDA #SETENOF STA COMRECOF ;Jump to the coroutine OMRECOF ;Jump to the coroutine SOSBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. RETURNO LDA #SETEOP SNARKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF SOSDATA Purpose: The SOS parameter block area. SOSBATA Purpose: The SOS Parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONREDOF, SNARKEOF SOSDATA NAMME: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SOSBATA, PRAMA, PRAMA, PARAM, PARA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: Sets the byte 50F of the file with the passed reference number. Sets the byte 50F of the file with the passed reference number. REF COMRKSOF, SMARKSOF DAM STAD Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. Purpose: DEF PARAMI, PRAMIS PRAMI, PARAMI PARAMI, PARAMI PAR	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Reference number SEC\$\(\text{0}\) Files Used: Sets the byte 50F of the file with the passed reference number. ***********************************
. BYTE . BYTE	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Soft COMEKEOF, SMAKEOF SMA	Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. NEF COMRKEOF, SMARKEOF DA SMARKEOF SOSBATA Name: SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBLK, PARAM1, PARAM2, PARAM1 DEF PARAM4, PARAM5, PARAM1, PARAM3, PARAM9 PARAM4, PARAM4, PARAM5, PARAM1, PARAM3, PARAM1 SOSBLK, PARAM4, PARAM5, PARAM1, PARAM3, PARAM1 SOSBLK, PARAM1, PARAM1, PARAM3, PARAM1 SOSBLK, PARAM1, PARAM3, PARAM1, PARAM3, PARAM1 SOSBLK, SETE RAM4 SOSBLK, PARAM1, PARAM3, PARAM1, PARAM3, PARAM1 SOSBLK, PARAM1, PARAM3, PARAM3, PARAM1 SOSBLK, PARAM1, PARAM3, PARAM1, PARAM3, PARAM1 SOSBLK, SASSAM1 SOSBLK, PARAM1, PARAM3, PARAM3, PARAM1 SOSBLK, PARAM1, PARAM3, PARAM3, PARAM1 SOSBLK, PARAM1, PARAM3, PARAM3, PARAM1 SOSBLK, SASSAM3 SOSBLK, PARAM1, PARAM3, PARAM3, PARAM1 SOSBLK, PARAM4, PARAM3, PARAM3, PARAM3, PARAM3 SOSBLK, PARAM4, PARAM3, PARAM3, PARAM3 SOSBLK, PARAM4, PARAM3, PARAM3, PARAM3, PARAM3 SOSBLK, PARAM4, PARAM3, PARAM3, PARAM3, PARAM3 SOSBLK, PARAM4, PARAM3, PARAM3	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA STA STA STA NAME: SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA COMRECOF, SMARKEOF LDA \$SETEOF STA SHARKEOF LDA \$SETEOF SOSBATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBLK, PARAWG, PARAWI, PARAWI, PARAWI, PARAWI DEF PARAWG, PARAWI, PARAWI, PARAWI, PARAWI SOSBLK, PARAWI, PARAWI, PARAWI, PARAWI, PARAWI SUEF PARAWI, PARAWI, PARAWI, PARAWI, PARAWI PARAWIT SUEF PARAWI PARAWI, PARAWI, PARAWI PARAWIT SUEF PARAWI PARAWILL PARAWIT, PARAWIT SUEF PARAMI PARAWILL PARAWIT, PARAWIT SUEF PARAMI PARAWILL PARAWIT, PARAWIT SUEF PARAMI PARAWILL PARAWIT, PARAWIT, PARAWIT SUEF PARAMI PARAMILL PARAWIT, PARAWIT, PARAWIT SUEF PARAMI PARAMILL PARAWIT, PARAMIT,	Reference number Reference number Global Registers Used: ZRECGOO Files Used: Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. SETS COMRECOP. STA SMAREOP COMRECOP SUBAREOP SOBATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBLK, PARAWO, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SOSBLK, PARAMO, PTRRMMS, PTRRMMS, PTRRMMS, PTRRMMS, PTRRMMS, PTRRMMS, PTRRMMS, PTRRMMS, PTRRMS, PTRRMMS, PTRRMS, STREAMS SOSBLK, SEQUERATE SOSBLK, PARAMIS, PTRRMS, PTRRMS, PTRRMS, PTRRMS, PTRRMS, STREAMS SOSBLK, STTE SOST STTE SAME SAME STTE SAME SAME STTE SAME SAME STTE SAME SAME STTE SAME STT	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SRECONTRECOF, SMARKEOF JUD SARKEOF STA CONTRECOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Name: SOSBATA Purpose: The SOS parameter block area. SOSBLK, PARAMG, PARAMI, PARAMI, PARAMI, PARAMI P	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONKEOF, SMARKEOF SNA SMARKEOF SNA SNARKEOF SNA SNARKEOF SNA SNARKEOF SNA SNARKEOF SNARKE	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONRECOF, SMARKEOF JHP CONRECOF, SMARKEOF STA SMARKEOF SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SMARKEOF JAP CONREDCP, SMARKEOF SUBDATA PREPROSE: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSDATA Purpose: The SOS parameter block area. SOSDATA PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI SHAMB SOSDATA BARAMI SOSDATA SOSDATA PARAMI PARAMI, PARAMI, PARAMI, PARAMI, PARAMI	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SRECTORNEEOF. POP RETURNO LDA SYRECTORNEEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************
. BYTE . BYTE	Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMRKEOF, SMARKEOF The STA SMARKEOF SONDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SOSBLK, PARAWI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI PARAMI PARAMI, PARAMI PARAM	Reference number Global Registers Used: ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine state. NAMENORMED STA SONARKEOF	Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMREGOF, SMARKEOF STA SMARKEOF STA SNARKEOF STA SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Stack Used: ZEEC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine of	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA STA STA STA COMREOF, SMARKEOF STA COMREOF, SMARKEOF STA SOSBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Source: The Sobara strange of the file with the passed reference number. SOBATA SUMREOF SUMREOF SOBATA Purpose: The Sob parameter block area. SOBER, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMIN, PARAMI, PARAMI, PARAMI, PARAMI SOBER, PARAMIN, PARAMI, PARAMI, PARAMI, PARAMI SOBER, SOBATA SOBER, PARAMIN, PARAMI, PARAMI, PARAMI, PARAMI SOBER, PARAMIN, PARAMI, PARAMI, PARAMI, PARAMI SOBER, PARAMIN, PARAMI,	Stack Usage: Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EoF of the file with the passed reference number. Sets the byte EoF of the file with the passed reference number. Sets the byte EoF of the file with the passed reference number. Sets the byte EoF of the file with the passed reference number. Sets the byte EoF of the file with the passed reference number. Sets the byte EoF of the file with the passed reference number. Sets the byte EoF of the file with the passed reference number. Sonarks. NARKEOF SURKEOF SURKEOF SUSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGRØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SMARKOF ;Jump to the coroutine SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************
. BYTE .	Reference number. Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG\$\text{0}\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURN\$\text{0}\$ LDA SMARKEOF STA COMRKEOF SMARKEOF STA SMARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMRKEOF, SMARKEOF STA SMARKEOF DDA \$STAN SMARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. DDF SOSSBEK, PARAM, PARAM	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA SMARKEOF STA COMRKEOF SMARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC000 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NREF COMRECOF, SMARKEOF SNARKEOF SNARKE	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SREF CONRECOF, SMARKEOF STA SMARKEOF STA Name: SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBLK, PARAWG, PARAWI, PARAWI, PARAWI, PARAWI TO THE PARAWIT T	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SAMMEROF STA COMRROOF, SHARKEOF STA COMRROOF, SHARKEOF STA SONDATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBAK************************************	Stack Usage: Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONRECEPF ;Jump to the coroutine SARRENGE STA SARRENGE
. BYTE . BYTE	Reference number. Global Registers Used: ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME CONRESOF. SMAREOF	Return code ptr., High byte count, Low byte count, File Base, Reference number Stagg@ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME CONRECOF. STA CONRECOF. STA CONRECOF. STA SMAREOF STA SMAREOF SOSDATA NAME: SOSDATA PUTPOSSE: The SOS parameter block area. SOSBATA SOSBATA PUTPOSSE: The SOS parameter block area. SOSBATA PUTPOSSE: The SOS parameter block area. SOSBATA PARAMI,	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG#0 Files Used: Sets the byte EOF of the file with the passed reference number. RETURN LDA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS COMEKEOF, SMARKEOF DA SMARKEOF SNARKEOF SNA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine #STTO CONREOF #STTOF #SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Reference number Reference number Global Registers Used: ZREG\$\$\$\$ Files Used: ZREG\$\$\$\$\$ TREG\$\$\$\$\$ SARKEOF\$\$\$ SARKEOF\$\$\$ SARKEOF\$\$\$ SARKEOF\$\$\$ SARKEOF\$\$\$\$ SARKEOF\$\$\$\$\$\$\$\$\$\$\$ SOSDATA\$	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG000 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************
BYTE BYTE	Reference number: Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number: Sets the byte EOF of the file with the passed reference number: ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. RETURNO LDA #SETECOMRKEOF SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. REF COMRKEOF, SMARKEOF JMP COMRKEOF SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. RETURNO LDA STREEP CONRECOF, SMAREOF JMP CONRECOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SMARKEOF DDA #SETEOF SOBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. ZRECGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number. Stack Usage: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA #SETGOF STA SNARKEOF COMRREOF,SMARKEOF JUMP to the coroutine PROC SOSBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. SETA STA SMRKEOF CONRKEOF, SWARKEOF STA SMRKEOF STA SMRKEOF STA SMRKEOF STA SMRKEOF STA SMRKEOF SAMRKEOF SOBATA Purpose: The SOS parameter block area. SOSBATA Purpose: The SOS parameter block area. SET SOSBLK, PARAMI,	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA COMRECOF, SMAREOF SOBATA **********************************	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SEF CONREDE, SMARKEOF STA CONREDE SMARKEOF STA SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************
. BYTE . BYTE	Reference number. Global Registers Used: ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONRKEOF, SMARKEOF STA CONRKEOF SMARKEOF SNARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. DEF SOSBATA Purpose: The SOS parameter block area. SOSBATA SOSBATA Purpose: The SOS parameter block area. SOSBATA PARAMIO, PARAMIO, PARAMIO, PARAMIO, PARAMIO DEF PARAMIO, PARAMIO, PARAMIO, PARAMIO, PARAMIO SOSBATK SOSBATK SOSBATK SOSBATA NAME SOSBATA SOSBATA PARAMIO, PARAMIO, PARAMIO, PARAMIO, PARAMIO BERMANDIO, PARAMIO, PARAMIO, PARAMIO, PARAMIO SOSBATA SOSBATA SOSBATA SOSBATA SOSBATA NAME SOSBATA SOSBA	Return code ptr., High byte count, Low byte count, File Base, Reference number Satistics Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NAME CONRREOF, SMARKEOF STA ONRREOF SMARKEOF Jump to the coroutine SOSDATA NAME: SOSDATA Purpose: The SOS parameter block area. SOSBATA SOSBATA Purpose: The SOS parameter block area. SOSBATA PARAMI,	Return code ptr., High byte count, Low byte count, File Base, Reference number SEGG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA COMRKEOF, SMARKEOF JUMP COMRKEOF STA SMARKEOF SMARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. SOSBLK, PARAW0, PARAM1, PARAM2, PARAM3 DEF PARAM10, PARAM1, PARAM3, PARAM1, PARAM3, PARAM1 SDEF PARAM10, PARAM1, PARAM1	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG#0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURN LDA *********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. Stack Beference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS CONRREOF. STA CONRREOF STA CONRREOF STA CONRREOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. DEF SOSBLK, PARANG, PARANI, PARANI, PARANI DEF PARANI, PARANI, PARANI, PARANI DEF PARANI, PARANI, PARANI, PARANI SET PARANI, PARANI, PARANI, PARANI SET PARANI, PARANI, PARANI, PARANI STA SOSBLK, PARANI, PARANI, PARANI SET PARANI SET PARANI, PARANI, PARANI SET PARANI S	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SMARKEOF STA SMARKEOF STA SMARKEOF SOSBLA SMARKEOF Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number. ZRECGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the count, File Base, RETURNO RETURNO 1.5 Jump to the coroutine SNARKEOF SMARKEOF 3.5 Jump to the coroutine SNARKEOF THE SOSDATA SNARKEOF 3.5 Jump to the coroutine SNARKEOF SNARKENEWS. Name: SOSDATA PRRAMM, PARAMI, P
8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE 8YTE	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF CONRECP. SMARKEOF SMARK	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA *********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA SMENTEOF STA COMRKEOF, SMARKEOF JMP COMRKEOF SMARKEOF STA COMRKEOF SMARKEOF STA COMRKEOF SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA #SETE CONRECOF, SMAREOF JUMP to the coroutine SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZRECGO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SARKEOF DDA ********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ***********************************	Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO SARKEOF SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA SYARKEOF SYARKEOF SYARKEOF SOSBATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. NEF COMRKEOF, SMARKEOF SARREOF SARREOF SARREOF SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF CONRECOF SARKEOF STA SYARKEOF SOSDATA Name: SOSDATA Furpose: The SOS parameter block area. ***********************************
. BYTE .	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF CONRKEOF, SMARKEOF STA SMARKEOF SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA COMRKEOF, SMARKEOF STA SNARKOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. SETS CONRKEOF, SMARKEOF STA SNARKEOF JUDA ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG\$\text{0}\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SREF COMKEOF, SMARKEOF JUDA ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the countine number. SPA	Stack Usage: Reference number. Reference number. Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNØ LDA SMARKEOF SMARKEOF JMP COMRKEOF SOSDATA K**********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA COMRKEOF,SMARKEOF STA COMRKEOF STA SMARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the count, File Base, ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine UDA STA SNARKEOF STA SNARKEOF SNARKEOF SNARKEOF SNARKEOF THOO SNARKEOF SNARKE	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number: ZREC\$0\$ Files Used: ZREC\$0\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine of the file with the passed reference number. SETS CONRECEP, SMARKEOF DOP RETURN\$ LDA \$SNARKEOF SNARKEOF SNARKEOF THO CONRECEP SOSBLA ***********************************
. BYTE . BYTE	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETWEE COMRREOF, SMARKEOF JUP COMRREOF SMARKEOF SMARKEOF SMARKEOF SMARKEOF COMRREOF SMARKEOF SMARK	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SRES TA SNARKEOF STA SNARKEOF STA SOURKEOF STA SOURKEOF STA SOURKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREC000 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SATA COMPREDE STA CONTREOF STA STA STREEDE STA SARREOF SONDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Reference number Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNØ LDA #SETEOF STARKEOF TREO COMRKEOF, SMARKEOF STARKEOF SMARKEOF SMA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. REF COMREDF,SMARKEOF STARKEOF JMP COMREDF STARKEOF SOSDATA Purpose: The SOS parameter block area. ************************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the count, File Base, RETURNO LDA *********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZRECGO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the count, File Base, RETURNO LDA #SETEOF STA SNARKEOF SNARKEOF SNARKEOF SNARKEOF SOSBATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, Low byte count, File Base, Return code ptr., High byte count, File Base, RETURNS CONRECOF Sets the byte EOF of the file with the passed reference number. RETURNS FETS CONRECOF SONAREOF
. BYTE . BYTE	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine #SETEOF STA COMRECOF, SMARREOF JDA #SETEOF STA COMRREOF; Jump to the coroutine COMRREOF JNP COMRREOF JNP SOSBATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA CONRECOF. SMARKEOF JUDA STA SNARKEOF ONREGOF JUDA SUBARKEOF ONREGOF JUDA SOSDATA Purpose: The SOS parameter block area. DEF SOSBATA Purpose: The SOS parameter block area. DEF SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI T. DEF PARAMI, PARAMII, PARAMI, PARAMI SOSBLK, PARAMII, PARAMI, PARAMII DEF PARAMIO, PTRPRMS, PTRPRMS, PTRPRMIØ, PTRPRMIØ SOSBLK SOSBLK SOSSBLK SOSS	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS CONKEOF, SMARKEOF JUDA #SETBOF STA CONKEOF ; Jump to the coroutine SNARKEOF JRPC CONSACA***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS CONKKEOF SMAKKEOF LDA #SETEOF STA SMAKKOF JNP #SETEOF SNARKROF JNP COMNKEOF JNP CONNKEOF JUMP to the coroutine SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the counting LDA STA STA SURKEOF STA CONRKEOF, SMARKEOF STA CONRKEOF ; Jump to the coroutine CONRKEOF ; Jump to the coroutine SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. DEF SOSBLK, PARAM1, PARAM1, PARAM3, PARAM9 PARAM4, PARAM4, PARAM1, PARAM1, PARAM1, PARAM9 PARAM10, PTRPRM5, PTRPRM5, PTRPRM17 DEF SOSDATA SOSBLK, PARAM1, PARAM1, PARAM1, PARAM1, PARAM1 DEF SOSBLK, PARAM1, PTRPRM5, PTRPRM5, PTRPRM10, PTRPRM10, PTRPRM10, STRPRM10, STRPRM1	Stack Usage: Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF CONRKEOF, SMARKEOF STA SMARKEOF STA SMARKEOF SOSDATA PUTPOSE: The SOS parameter block area. DEF SOSBARA***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG000 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA STA STA STA STA SONDREOF, SMAKEOF JAM Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA STA STARKEOF STA STA STARKEOF STARKEOF STA STARKEOF STARKEO	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the countine LDA #SETEOF STA SWARKEOF JMP COMRKEOF; jJump to the coroutine .PROC SOBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number: ZREC\$0 Files Used: ZREC\$0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS CONRECEP. SMAREDF STA CONRECEP. SMAREDF STA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************
. 11 16 . 18 17 1	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine states. RETURNO LDA #SSTEOF STA COMRKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF SNARKEOF SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the corontine and the sosbaTa Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, DEF PARAMI,	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine stark************************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA COMRKEOF STA STARKEOF THE SOSDATA Purpose: The SOS parameter block area. DEF RARMA, PARAMI, PARAMI, PARAMI DEF PARAMIO, PTRPRMI, PTRPRMI, PTRPRMI	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coronine LDA SPETEOF STARKEOF STAR	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. REF COMNKEOF, SMARKEOF DD #ESTEDF STARKEOF A************************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA SPA SNARKEOF SDA SNARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STARKEOF THE COMREGOF, SMARKEOF THE SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG### COUNTRED For of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COUNTREOF ;Jump to the coroutine STRIEGE STAR STREEF ;Jump to the coroutine STREEF STAR STREEF STAR STREEF STAR STREEF STAR STAR STAR STAR STAR STAR STAR STAR
BYTE	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA COMRKEOF, SMARKEOF JMP COMRKEOF ; Jump to the coroutine SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. DEF SOSBLK, PARAM0, PARAM1, PARAM1, PARAM3 DEF SOSBLK, PARAM1, PARAM1, PARAM3 DEF PARAM1, PARAM1, PARAM1, PARAM3 DEF PARAM1, PARAM1, PARAM1, PARAM1 DEF PARAM1, PARAM1, PTRPRM10 DEF PARAM19, PTRPRM10, PTRPRM10	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG####################################	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SARKEOF DA *********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA RETURNO LDA SMARKEOF STA CONRREOF STA CONRREOF STA CONRREOF SMARKEOF SOSDATA PROC SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. DEF PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMII, PARAMI, PARAMI, PARAMI DEF PARAMII, PARAMI, PARAMI, PARAMI DEF PARAMII, PARAMI, PARAMI, PARAMII, PARAMII PARAMII, PARAMII, PARAMII, PARAMII, PARAMII, PARAMII, PARAMII DEF PARAMII,	Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA COMRREOF; SMARKEOF JMP COMRREOF STA SMARKEOF JMP COMRREOF STA SNARKEOF STA SNARKEOF STA SNARKEOF STA SNARKEOF STA SNARKEOF SOSBATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREC####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA STANKEOF STANKEOF STA STANKEOF STAN	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\text{RETURN}\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine states and states are contine states. NAMECOF THE COMRECOF STA SNAREOF SNAREOF SNAREOF SNAREOF THE CONTREOF SOSBLK, PARAM, PARAMS,	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\telligous Sets the byte EOF of the file with the passed reference number. ***********************************	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA STA STARKEOF STA STARKEOF STA STARKEOF STA STARKEOF STA STARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************
.EQU * ; SOS parameter .BYTE .	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. RETURNO LDA STA OOMRKEOF,SMARKEOF STA NAME SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\text{0}\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine state and the SOSBATA state area. Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$0\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SALENGOF SMARKEOF DOP RETURN\$0\$ LDA #SETEOF SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number. ZRECØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA SNARKEOF COMRREOF, SMARKEOF STA SNARKEOF SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. REF COMRKEOF, SMARKEOF STA NAME: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte FOF of the file with the passed reference number. ************************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA SETEURNO LDA SETEURNO LDA SETEURNO LDA SETEURNO LDA SETEURNO LDA SETEURNO LDA SOSBATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\text{Reference} \text{Connreconstance} \text{Reference} \text{Count, Low byte count, File Base,} \text{Reference} \text{Reference} \text{Count, Low byte count, File Base,} \text{Reference}
.EQU * .SOS parameter .BYTE .B	Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte BOF of the file with the coroutine systems. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA COMRREOF, SMARREOF STA SMARREOF STA SMARREOF STA SMARREOF STA SMARREOF ANAMAREOF ANAMAREANSAMANSAMANSAMANSAMANSAMANSAMANSAMANSA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. SREF COMRKEOF, SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SOSBLK, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMIØ, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMIØ, PARAMII, PARAMI, PARAMII DEF PARAMIØ, PARAMII, PARAMII, PARAMII DEF PARAMIØ, PARAMII DEF PARAMIØ, PARAMII PARAMII SOSBLK, PARAMII, PARAMII SOSBLK, PARAMII SOSBLK, PARAMII SOSBLK, PARAMII PARAMII PARAMII PARAMII SOSBLK, PARAMII PARAMII PARAMII PARAMII PARAMII SOSBLK, PARAMII PAR	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine "RETURNO LDA SNARKEOF SNARKEOF SNARKEOF SNARKEOF THE COMPRESS SNARKEOF SNARKEOF SNARKEOF THE SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS Darameter block area. DEF SOSBANA, PARAM1, PARAM1, PARAM1, PARAM1 DEF PARAM10, PARAM1, PARAM1, PARAM1 DEF PARAM10, PARAM11, PARAM13, PARAM17 DEF PARAM10, PARAM11, PARAM13, PARAM17 DEF PARAM11, PARAM11, PARAM13, PARAM17	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SREF COMRKEOF, SMARKEOF POP RETURNO LDA #SETEOF STA SNARKEOF JMP COMRREOF SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA STA STA STA STA STA SOSBAREOF SOSBARA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA SETEROF STA COMRECOF, SMARKEOF JMP COMRECOF STA SOSBATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine DDA #SETEOF STA SCHENGE STA SCHENGE STA SCHENGE DAN SCHENGE DAN SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF SDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SOURKEOF, SMARKEOF POP BETURN0 LDA SSETTOF STA SOURKEOF SOURKEOF SOURKEOF SOURTA THE SOS parameter block area. Purpose: The SOS parameter block area. ***********************************
. DEF . BYTE . B	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the count, File Base, ***********************************	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA SNARKEOF JNP COMRKEOF; Jump to the coroutine ************************************	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SRE COMREDF. SMARKEOF DA #SETEOF STA SMARKEOF OMRREOF TREO COMREDF SOSDATA **********************************	Reference number Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the corontine SA SA SARREOF SONRREOF SONRREOF SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. DEF PARAMY, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMY, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMY, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI DEF PARAMY, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI, PARAMI	Reference number Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COMRREOF. POP RETURNO LDA #SETEOF SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the coroutine SATA NAME STANDER ST	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA COMRKEOF, SMARKEOF STA COMRREOF STA COMRREOF STA COMRREOF STA COMRREOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Purpose: Parameter block area. Purpose: The SOS parameter block area. Purpose: The SOS parameter block area.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS TA OMRKEOF, SMARKEOF STA SSETSOF POP RETURN0 LDA SSETSOF SSETSOF SSETSOF SSETSOF THE SOS parameter block area. Purpose: The SOS parameter block area. ***********************************
. E QU . B YTE . B YTE	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SEF COMRKEOF, SMARKEOF THE SOSDATA SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. ***********************************	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine states. RETURNO #SETEOF SOSDATA PURPOSE: The SOS parameter block area. Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. Purpose: The SOS PARAMA: PARAMA; PARAMI, PARAMI, PARAMI PARAMI, PARAMI PARAMI, PARAMI PARA	Reference number Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS COMRKEOF, SMARKEOF IDA SNARKEOF SNARK	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA STA COMRREOF STA SAARREOF SAARREOF SOSDATA Purpose: The SOS parameter block area.	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS TA OMRREOF SPA SARREOF SPA SARREOF SOSDATA PUTPOSE: The SOS parameter block area. Purpose: The SOS parameter block area. Purpose: The SOS barawakakakakakakakakakakakakakakakakakak	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. RETURNO LDA *********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA COMRREOF, SMARKEOF DOP RETURN0 LDA #SETEOF STA COMRREOF SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF FOP RETURNO LDA #SETEOF STA COMRKEOF STA COMREGOF STA COMREGOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. Purpose: The SOS Bark, Parand, Parand, Parand, Parand DARANG, Parand, Parand, Parand, Parand	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SMARKEOF STA SMARKEOF STA SNARKEOF STA SNARKEOF STA SNARKEOF STA SNARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF smarker***********************************
. DEF . DEF . BYTE . BY	Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNØ LDA *********************************	Reference number Global Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA *********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. RETE COMRREOF, SMARKEOF POP #SETEOF SMARKEOF T. Jump to the coroutine SOSDATA SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG####################################	Stack Usage: Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine POP #SETEOF STA SMARKEOF THE SUBSTERIES SALENCE STA SMARKEOF THE SUBSTERIES SUBSTANTANTANTANTANTANTANTANTANTANTANTANTANT	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SA SETEOF STA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG#0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA COMRKEOF JMP RETURN0 LDA #SETEOF STA COMRREOF STA COMRREOF STA COMRREOF JMP SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. STA COMRREOF SMARKEOF TA SMARKEOF STA COMRREOF SSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS COMRECOF POP RETURN0 LDA SETS TA SMARKEOF STA COMRECOF SOSDIA SSAARKEOF SOSDIA SOSDIA SOSDIA SOSDIA SOSDIA SARKEOF SOSDIA S
. DEF . EQU . BYTE . BY	Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used:	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used:	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\text{Ref}\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine states and the coroutine states are as a set of the coroutine states are as a sound and the coroutine states are as a sound as a soun	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SNARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS barameter block area. DEF SOSBLK, PARAMI, PARAMI, PARAMI, PARAM3 DEF	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine stars. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used:	Stack Usage: Refurn code ptr., High byte count, Low byte count, File Base, Reference number ZREG000 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SREG000 IDA SMARKEOF SOSDATA PROC SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SASSBLK, PARAMI, PARAMI, PARAMI, PARAMI	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG####################################
. DEF . DEF . DEF . BYTE . BYT	Reference number Global Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine state of the file with the passed reference number. RETURNO LDA SETSECOO SETS COMREOF, SMARKEOF TOMP SETURNO LDA SETSOF SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used:	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETURNØ LDA #	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine Sets the byte EOF of the file with the coroutine RETURNO LDA #SETOR SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG## Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA SETSTORE RETURN# LDA SSETTOF SSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine Sets the byte EOF of the file with the coroutine Sets the byte EOF of the file with the passed reference number. RETURN0 LDA SMARKEOF STA COMRKEOF STA COMRKEOF STA COMRREOF STA SMARREOF SOSDATA ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS TA COMREOF; SMARKEOF STA COMREOF; Jump to the coroutine SOSDATA NAME: SOSDATA Name: SOSDATA Purpose: The SOS parameter block area.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine Sets The byte EOF of the file with the passed reference number. RETURNO LDA #SEFFOF STA SMARKEOF STA SMARKEOF STA SMARKEOF SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG####################################
. DEF . DEF . DEF . DEF . BYTE . BYTE	Reference number Global Registers Used: ZREG\$\theta\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\text{\$0\$}\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA \$\text{RETURN}\$\$ LDA \$\text{\$8ETEOF}\$\$ SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA SARKEOF SARKEOF SARKEOF SOSDATA ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA SMARKEOF STA SMARKEOF STA SOSDATA ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\text{0}\$ Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. RETURN0 LDA #SETEOF STA COMRKEOF, SMARKEOF THE COUNTREOF STA SMARKEOF STA SMARKEOF STA SMARKEOF SOSDATA Name: SOSDATA Purpose: The SOS parameter block area.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SMARKEOF COMRKEOF, SMARKEOF STA SMARKEOF SSDATA SOSDATA Purpose: The SOS parameter block area.
	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF OMNKEOF, SMARKEOF POP RETURN0 LDA **SETEOF SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STASMARKEOF JMP COMRKEOF; ;Jump to the coroutine SOSDATA ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETBOF STASMARKEOF STASMARKEOF JUMP COMRREOF; Jump to the coroutine SOSDATA ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STASMARKEOF POP RETURNO LDA #SETEOF STASMARKEOF POP RETURNO LDA #SETEOF STASMARKEOF POP RETURNO LDA #SETEOF STASMARKEOF PROM SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA SETS COMRKEOF, SMARKEOF POP STA SMARKEOF SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS THE STREED SMARKEOF POP RETURNO LDA #SETEOF SOSDATA SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SEF COMREOF, SMARKEOF STA SMARKEOF STA SMARKEOF SOSDATA Name: SOSDATA Name: SOSDATA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine Sets the byte EOF of the file with the coroutine SETS COMRECOF, SMARKEOF POP RETURN0 LDA #SETEOF STA COMRECOF SOSDATA Name: SOSDATA Name: SOSDATA
Purpose: The SOS parameter block area. ***********************************	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO LDA SETDER STA COMRECOF THE COUNTREOF STA SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used:	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS TA SMARKEOF STA COMRREDF, SMARKEOF STA SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG### ZREG#### ZREG##### ZREG####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS THE SHARKEOF COMRKEOF, SMARKEOF STA SNARKEOF STA SNARKEOF SOSDATA **********************************	Reference number Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COMRKEOF, SMARKEOF DA #SETEROF STA SMARKEOF STA SMARKEOF STA SMARKEOF SOSDATA Name: SOSDATA Name: SOSDATA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNØ LDA #SETFOF STA SONAREOF SONAREOF SONAREOF SONAREOF SONAREOF SONAREOF NAME SONAREOF SONARE	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine stark************************************
Purpose: The SOS parameter block area. ***********************************	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA SMARKEOF TOWN RETURNO LDA #SETEOF STA SMARKEOF SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$0\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA SMARKEOF JMP COMRKEOF; Jump to the coroutine SOSDATA ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA COMRKEOF JMP COMRKEOF STA SOSDATA ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SA SMARKEOF SA SMARKEOF SA SMARKEOF SA SMARKEOF SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the corount, File Base, ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF SMARKEOF JMP COMRREOF; Jump to the coroutine SOSDATA .***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA COMRREOF STA SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. REF COMREOF, SMARKEOF DA #SETEOF STA SMARKEOF Jump to the coroutine "PROC SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine RETURNO LDA #SEFFOF SMARKEOF
Purpose: The SOS parameter block area. ***********************************	Refurn code ptr., High byte count, Low byte count, File Base, Reference number ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS TA SMARKEOF TOWN SOSDATA **********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LA ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETOR TOWNKEOF STA COMRKEOF JUMP COMRKEOF STA SMARKEOF STA SOSDATA ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA COMRREOF; Jump to the coroutine SOSDATA ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG## Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF STA SMARKEOF JMP COMRKEOF STA SOSDATA ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SEF COMREOF SPA SMARKEOF STA SMARKEOF SPA SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS COMRKEOF, SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF SOSDATA PROOF SSA SOSDATA PROOF SOSDATA SALENCE SOSDATA
Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. SOSBLK, PARAMØ, PARAMI, PARAM3, PARAM9 DEF PARAMIØ, PARAMI, PARAMIJ, PARAMIJ DEF PARAMIØ, PARAMIJ, PARAMIJ, PARAMIJ DEF PARAMIØ, PARAMIJ, PARAMIJ, PARAMIJ SBLK SBLK SBYTE RAMA SBYTE RAMI SBYTE SBYTE RAMI SBYTE S	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SMARKEOF POP RETURN0 LDA SMARKEOF STA COMRKEOF THO COMRKEOF STA SMARKEOF THO COMRKEOF STA SMARKEOF SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF SMARKE	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine STA SMARKEOF POP STA SMARKEOF TOMBY COMRKEOF STA SMARKEOF TOMBY COMRKEOF STA SMARKEOF TOMBY COMRKEOF TOMBY COMRKEOF TOMBY COMRKEOF TOMBY COMRKEOF TOMBY COMRKEOF TOMBY COMPANDED TOMBY	Reference number Global Registers Used: ZREGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. SETSON SOURKEOF SONARREOF S	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS TOWNREOF, SMARKEOF POP SSTA SMARKEOF SOSDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\theta \text{Ref}\$ Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS THE COMRKEOF POP RETURN0 LDA #SETEOF STA SMARKEOF THE COMRKEOF PROS SONDATA **********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine METURN0 LDA MESETEOF STA COMRKEOF STA COMRKEOF STA COMRKEOF STA SMARKEOF STA S	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************
Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SoS parameter block area. ***********************************	Refurn code ptr., High byte count, Low byte count, File Base, Reference number ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SETS TA ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The Byte FOF of the file with the passed reference number. Sets The Byte FOF of the file with the passed reference number. STREF COMRKEOF, SMARKEOF JAMP COMRKEOF STA SMARKEOF JAMP COMRKEOF JAMP SOSDATA PROC SOSDATA	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF RETURNØ LDA #SETOF STA COMRKEOF STA SMARKEOF JMP COMRKEOF SYA SOSDATA .PROC SOSDATA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\theta\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETS THE BOTE OWNEREOF, SMARKEOF POP RETURN\$\theta\$ LDA #SETGOF STA SOSDATA ; Jump to the coroutine PROC SOSDATA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG## Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURN####################################	Stack Usage: Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LA *********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. SRESE COMPRESE SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF STA SMARKEOF SOSDATA . Jump to the coroutine . PROC SOSDATA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine LDA #SETEOF POP RETURNØ LDA #SETEOF STA COMRKEOF STA COMRKEOF STA COMRKEOF SOSDATA .PROC SOSDATA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine RETURNØ LDA #SETEOF STA SMARKEOF STA SMARKEOF STA JMP COMRKEOF STA JMP COMRKEOF STA JMP COMRKEOF SOSDATA
Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SoS parameter block area. ***********************************	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG####################################	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The SMARKEOF DOP RETURN0 LDA #SETEOF STA SMARKEOF Jump to the coroutine DROCOMREGOF JUMP SOGNATA	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The SMARKEOF LDA #SETEOF STA SOMARKEOF ;Jump to the coroutine PROF SOMARKEOF ;Jump to the coroutine	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The COMRKEOF; SMARKEOF SMARKEOF SMARKEOF SMARKEOF SONARKEOF SONARKE	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG### Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SRECTEOF SAMARKEOF STA SMARKEOF SUMP STA SOURKEOF SOURKEOF SOURKEOF SOURKEOF SOURKEOF SOURMENT	Stack Usage: Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. ***********************************	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************
######################################	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. SETS COMRREOF, SMARREOF LDA #SETEOF STA COMRREOF Jump to the coroutine JMP COMRREOF JMP COMRREOF	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The SMARKEOF TOWN RETURNØ LDA #SETOR GOMRKEOF STA SMARKEOF JMP COMRKEOF ;Jump to the coroutine	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\text{0}\$ Files Used: Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of SMARKEOF ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\theta\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. SETS COMRREDF, SMARKEOF LDA #SETURN\$ L	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG## Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURN####################################	Stack Usage: Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. SETS COMRREOF, SMARREOF LDA #SETEOF STA COMRREOF JUMP COMRREOF JUMP COMRREOF JUMP COMRREOF	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the coroutine SETA SMARKEOF LDA #SETEOF STA SMARKEOF ; Jump to the coroutine	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The SMARKEOF STA SMARKEOF STA COMRREOF STA SMARKEOF STA S	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. Sets The byte EOF of the file with the passed reference number. STACK COMRKEOF SMARKEOF STACK COMRKEOF SMARKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRKEOF STACK COMRK
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**************************************	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COMRREOF, SMARREOF POP RETURNO LDA STA SMARREOF	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the file with the passed reference number. Sets The Byte EOF of the File With the File With the Byte EOF of the File With the Byte EOF of the File With the File With the Byte EOF of the File With the Fi	Reference number Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets COMRKEOF, SMARKEOF POP RETURNØ LDA SAARKEOF SAARKEOF SAARKEOF SAARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. SREF COMRKEOF, SMARKEOF POP RETURNØ LDA #SETGOF STA SNARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNØ LDA SETSOF STA SNARKEOF	Stack Usage: Reference number Global Registers Used: ZRECOOR Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets The Bote EOF of the file with the passed reference number. Sets The Bote EOF of the file with the passed reference number. Sets The Bote EOF of the file with the passed reference number. Sets The Bote EOF of the file with the passed reference number. Sets The Bote EOF of the file with the passed reference number. Sets The SETEROF SMARKEOF	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the Passed Reference number. Sets the byte EOF of the file with the Passed Reference number. Sets the byte EOF of the file with the Passed Reference number. Sets the byte EOF of the file with the Passed Reference number. Sets the byte EOF of the file with the Passed Reference number. Sets The Pop RETURN SMARKEOF STA SMARKEOF	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets COMRKEOF, SMARKEOF POP RETURNØ LDA STA SARREOF STA	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of RETURNØ LDA RETURNØ LDA SETURNØ LDA SAMARKEOF STA
### CONKKOF ; Jump to the coroutine ***********************************	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF COMRKEOF, SMARKEOF POP RETURN0 LDA #SETDEF	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\text{0}\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF POP RETURN\$\text{0}\$ RETURN\$\text{0}\$ Sets the byte FOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF POP POP RETURN0 IDA #SETIOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of RETURNO POP RETURNO ASSETTOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF POP RETURN0 LDA #SETIOF
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STA SNARKEOF ;Jump to the coroutine "PROC SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Name: SOSDATA Purpose: The SOS parameter block area. "New Sossur Parameter block area. "New Sossur Parameter block area. "DEF Parami, Parami, Parami, Parami, Parami "DEF Parami, Parami, Parami, Parami) "DEF Parami, Parami, Parami, Parami "DEF Parami, Parami, Parami, Parami "BYTE Parami, Parami, Parami, Parami "BYTE Parami, Parami, Parami, Parami, Parami "BYTE Parami, Param	Refurn code ptr., High byte count, Low byte count, File Base, Reference number ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF RETURNO POP RETU	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of RETURNØ .RETURNØ	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte SOF SMARKEOF ***********************************	Stack Usage: Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF POP RETURNO 1.0.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. RETURNO RETUR	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets Pop RETURNØ POP RET
STA SWARGOP COMRROOF STA COMBREOP JPBOC SOSDATA Name: SOSDATA Purpose: The SOS parameter block area. Name: SOSDATA Purpose: The SOS parameter block area. DEF SOSBLK, PARAM9, PARAM1, PARAM3, PARAM9 DEF PARAM19, PARAM1, PARAM3, PARAM17, PARAM9 DEF PARAM19, PARAM11, PARAM17, PARAM19, PARAM11, PARAM11	Reference number Global Registers Used: ZREG\$\theta\$ Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC####################################	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of the SMARKEOF .REF COMRREOF.SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF .REF COMRKEOF.SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Reference number Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************
DAA SMSTEDF SASTEDF	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number.	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte COMRREOF, SWARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte COMRKEOF, SWARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Reference number Global Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number. Sets the byte FOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets REF COMRKEOF, SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets CONRREOF, SMARREOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of controlled to the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets The Dyte FOF of the file with the passed reference number. Sets The Dyte FOF of the file with the passed reference number. Sets The Dyte FOF of the file with the passed reference number.
DA	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of SMARKEOF	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC#0 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte COMRKEOF, SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the COMRKEOF, SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************
POP RETURNØ	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG## Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte COMRREOF, SMARKEOF	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC## Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of SWARKEOF.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the COMRKEOF, SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG## Files Used: Sets the byte EOF of the file with the passed reference number. Sets the Dyte COMRREOF, SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets The Dyte EOF of SARKEOF.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************
POP RETURNØ LDA #SETORF STATE	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets The byte EOF of Control of the File With the Passed Reference Number. Sets The byte EOF of The File With The Passed Reference Number. Sets The Byte EOF of The File With The Passed Reference Number.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGOO Files Used: Sets the byte EOF of the file with the passed reference number. Sets Lambered Sets the Sets COMRKEOF, SMARKEOF	Reference number Global Registers Used: ZREG\$\theta\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets COMRKEOF,\$MARKEOF SETS COMRKEOF,\$MARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\theta\$ Files Used: Sets the byte EOF of the file with the passed reference number. Sets COMRKEOF, SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG## Files Used: Sets the byte EOF of the file with the passed reference number. Sets the COMRKEOF, SMARKEOF	Stack Usage: Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets The COMRKEOF, SMARKEOF	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. Sets REF COMRESOF, SMARKEOF.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. Sets Reference number. Sets Reference number.
DA	Reference number Global Registers Used: ZREG\$0 Files Used: Sets the byte EOF of the file with the passed reference number.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC####################################	Reference number Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG#0 Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of countries of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number. ************************************	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************
POP RETURNØ	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGOO Files Used: Sets the byte EOF of the file with the passed reference number.	Reference number Global Registers Used: ZREGDD Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGDO Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZRECOO Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number. ************************************
######################################	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGDD Files Used: Sets the byte EOF of the file with the passed reference number.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG\$\theta\$ Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC#0 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC####################################	Stack Usage: Reference number Global Registers Used: ZRECOOO Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.
POP RETURNØ #5ETEOF SMARKEOF BOP RETURNØ #5ETEOF STA SWARKEOF ;Jump to the coroutine SOSDATA SWARKEOF ;Jump to the coroutine Purpose: The SOS parameter block area. Name: SOSDATA Purpose: The SOS parameter block area. Purpose: The SOS parameter block area. ***********************************	Reference number Global Registers Used: ZREC### Files Used: Sets the byte EOF of the file with the passed reference number.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC####################################	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGM Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.
POP RETURN LDA	Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGDD Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Refurn code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Reference number Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Clobal Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG###
**************************************	Reference number Global Registers Used: ZREG#0 Files Used: Sets the byte EOF of the file with the passed reference number.	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC##	Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG###	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREGØØ Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Stack Usage: Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREG00 Files Used: Sets the byte EOF of the file with the passed reference number.	Name: SOSSETEOF Stack Usage: Return code ptr., High byte count, Low byte count, File Base, Reference number Global Registers Used: ZREC00 Files Used: Sets the byte EOF of the file with the passed reference number.
POP RETURNØ SARKEOF POP RETURNØ SARKEOF POP RETURNØ SONATA NAME: SOSDATA NAME: SOSDATA PUrpose: The SOS parameter block area. NAME: SOSBATA PURPOSe: The SOS parameter block area. NAME: SOSBATA PURPOSe: The SOS parameter block area. SOSBLK, PARANG, PARA	Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG00 Used: Sets the byte EOF of the file with the passed	Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG000 Used: Sets the byte EOF of the file with the passed	Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG00 Used: Sets the byte EOF of the file with the passed	Usage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG00 Used: Sets the byte EOF of the file with the passed	Usage: Return code ptr., High byte count, Low byte connected number 1 Registers Used: ZREGØØ Used: Sets the byte EOF of the file with the passed	Neage: Return code ptr., High byte count, Low byte conference number 1 Registers Used: ZREGØØ Used: Sets the byte EOF of the file with the passed	Usage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG000 Used: Sets the byte EOF of the file with the passed	Usage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG00 Used: Sets the byte EOF of the file with the passed	Usage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREGØØ Used: Sets the byte EOF of the file with the passed	SOSSETEOF Usage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG00 Used: Sets the byte EOF of the file with the passed
**************************************	Return code ptr., High byte count, Low byte conference number 1 Registers Used: ZREGDO Used: Sets the byte EOF of the file with the passed	Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREGDO Used: Sets the byte EOF of the file with the passed	Neage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREGØØ Used: Sets the byte EOF of the file with the passed	Usage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZRECDD Used: Sets the byte EOF of the file with the passed	Neage: Return code ptr., High byte count, Low byte connected number 1 Registers Used: ZREGØØ Used: Sets the byte EOF of the file with the passed	Neage: Return code ptr., High byte count, Low byte conference number 1 Registers Used: ZREGDO Used: Sets the byte EOF of the file with the passed	Usage: Return code ptr., High byte count, Low byte co Reference number 1 Registers Used: ZREG\$\text{0}\$ Used: Sets the byte EOF of the file with the passed	Usage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREGØØ Used: Sets the byte EOF of the file with the passed	Usage: Refurn code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG00 Used: Sets the byte EOF of the file with the passed	SOSSETEOF Usage: Return code ptr., High byte count, Low byte co Reference number 1 Registers Used: ZREG\$\theta\$
**************************************	Return code ptr., High byte count, Low byte co Reference number 1 Registers Used: ZREG000	Refurn code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG000	Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREGDO	Usage: Return code ptr., High byte count, Low byte co Reference number 1 Registers Used: ZREGØØ Used:	Usage: Return code ptr., High byte count, Low byte co Reference number 1 Registers Used: ZREG000 Used:	Usage: Return code ptr., High byte count, Low byte co Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte con Reference number 1 Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte co Reference number 1 Registers Used: ZREGØØ Used:	SOSSETEOF Usage: Return code ptr., High byte count, Low byte co Reference number 1 Registers Used: ZREG00
**************************************	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Neage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Wage: Return code ptr., High byte count, Low byte count, File Base Reference number Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Usage: Return code ptr., High byte count, Low byte count, File Base Reference number I Registers Used: ZREG00	SOSSETEOF Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ
######################################	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGDD	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG000	Neage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG000	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG000	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG000	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	SOSSETEOF Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGDD
Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Usage: Return code ptr., High byte count, Low byte count, File Base Reference number Registers Used: ZREGDD	SOSSETEOF Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ
Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG000	Neage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG000	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: 2REG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: 2REG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	JUSSELEUR Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	SOSSETEOF Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00
Files Used: Sets the byte EOF of the file with the passed reference number. REF CONRECOF, SWAREOF POP RETURNØ STA SKAREOF STA SKAREOF NAME: SOSDATA PUrpose: The SOS parameter block area. PURPOSE: The SOS parameter block area. PARAMI, PRAMA; PARAMA; PARAM	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGDØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGDØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGDØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number I Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGDØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: 2REGØØ	Usage: Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	SOSSETEOF Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ
Files Used: Sets the byte EOF of the file with the passed reference number. ***********************************	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: 2REGØØ	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREGØØ	Usage: Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: ZREG00	SOSSETEOF Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used: 2REG\$\$\text{0}\$\$
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Files Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. REF CONRECP, SMAREOF JUD STA SYMEREOF JUDP STA SYMEREOF SONSELK, PARANG PARANI, PARANZ, PARANI, PARA	Return code ptr., High byte count, Low byte count, File Base Reference number I Registers Used:	Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used:	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used:	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used:	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used:	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used:	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used:	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number I Registers Used:	Jusselbur Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used:	SOSSETEOF Usage: Return code ptr., High byte count, Low byte count, File Base Reference number 1 Registers Used:
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Files Used: Sets the byte EOF of the file with the passed reference number- Sets the byte EOF of the file with the passed reference number- REF COMRECOF, SWARKEOF LDA STANDARGOF STA STANDARGOF STA SONARGOF STA SONARGOF PROPERINGE STANDARGOF STAN	Return code ptr., High byte count, Low byte count, File Base Reference number	Return code ptr., High byte count, Low byte count, File Base Reference number	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number	Usage: Return code ptr., High byte count, Low byte count, File Base Reference number	Josselfur Usage: Return code ptr., High byte count, Low byte count, File Base Reference number	SOSSETEOF Usage: Return code ptr., High byte count, Low byte count, File Base Reference number
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Elies Used: Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. Sets the byte EOF of the file with the passed reference number. SET COMREGOF, SMAREOF I.DA #4SETFOF SMAREOF SATA SMAREOF I.DA SWAREOF SOSDIA Name: SOSDIA Purpose: The SOS parameter block area. SOSBIK, PARANG, PARANG, PARANG, PARANG, PARANG DEF PARANG, PARANG, PARANG, PARANG, PARANG SOSBIK, PARANG, P	Return code ptr., High byte count, Low byte count, File Base	Return code ptr., High byte count, Low byte count, File Base	usage: Return code ptr., High byte count, Low byte count, File Base	Usage: Return code ptr., High byte count, Low byte count, File Base	Usage: Return code ptr., High byte count, Low byte count, File Base	Usage: Return code ptr., High byte count, Low byte count, File Base	Usage: Return code ptr., High byte count, Low byte count, File Base	Usage: Return code ptr., High byte count, Low byte count, File Base	Josseffent Usage: Return code ptr., High byte count, Low byte count, File Base	SOSSETEOF Usage: Return code ptr., High byte count, Low byte count, File Base
Registers Used: ZREGOOF Files Used: Sets the byte EOP of the file with the passed reference number. Sets the byte EOP of the file with the passed reference number. RETURNO STANDARREOF JAM SERTEOR JAM SERTEOR JAM STANDARREOF JAM JAMANI	Return code nfr. High byte count. Tow byte count. File Base	Refurn gode nfr. High byte count. Low byte count. File Base	Usage: Refurn gode nfr. High byte count. Low byte count. File Base	Usage: Refurn gode ntr. High byte count. Low byte count. File Base	Usage: Refurn onde ntr. High bute count. Low bute count. File Base	Usage: Refurn gode nfr. High byte count. Low byte count. File Base	Usage: Refurn gode nfr. High byte count. Low byte count. File Base	Usage: Refurn gode nfr. High byte count. Low byte count. File Base	SUSSELEUR Usage: Refurn onde ntr., High byte count, Iow byte count, File Base	SOSSETEOF Usage: Refurn onde ptr. High hvte count. Inw hvte count. File Base
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Call	Description
SOS_Create	Creates a file on a blocked device (i.e., disk) and preallocates blocks for a new file, if desired.
SOS_Destroy	Removes a file from a blocked device, if possible.
SOS_Rename SOS_Set_Info	Changes the name of a file.
505_5et_Into	Defines the directory information to be associated with a specified file.
SOS_Get_Info	Returns the directory information
SOS_Volume	associated with a specified file. Returns the volume name, total blocks in use, and total number of free blocks for any block device.
SOS_Set_Prefix	Sets the system prefix path name. This is <i>not</i> the Pascal prefix.
SOS_Get_Prefix	Returns the current system prefix path name.
SOS_Open	Opens any SOS file configured into the system, including the console or any printer.
SOS_New_Line	Disables or enables and sets the "read until" character for the specified SOS file.
SOS_Read SOS_S_Read	Reads from a specified file.
SUS_S_Read	Reads from a specified file into an in- dexed buffer. Useful for reading in a

Pascal-string variable after turning off range checking (i.e., $\{\$R - \}$). SOS Write Writes to a specified file. SOS_S_Write

SOS_Close

Writes to a specified file from an indexed buffer. Useful for writing string variables. Closes the specified file. If the passed reference number is 0, all user files are closed.

SOS_Flush

Writes out any information currently buffered by SOS to the specified file. Works in a similar fashion to SOS_Close with a 0 reference number passed to it. This gives the applications programmer the ability on demand to write out to disk all SOS file buffers.

SOS_Get_B_Mark Gets the current file mark rounded up to the closest block number. SOS_Set_B_Mark Sets the current file position to the

SOS_Get_B_EOF

passed block number. Gets the current EOF rounded up to the closest block number. Sets the EOF to the passed block

SOS Set B EOF

number. SOS 1.1 does not deallocate blocks if the EOF is reduced. Gets the current file mark and returns

SOS_Get_Mark

the low 16 bits in "Low" and the highorder 8 bits (of the 24-bit mark) in "Hi." Sets the mark to the 24-bit quantity

SOS_Set_Mark SOS_Get_EOF

passed. Gets the current EOF and returns the 24-bit quantity in "Low" and "Hi."

SOS_Set_EOF

Sets the EOF to the 24-bit quantity passed.

Table 1: SOS file-management calls. When you use SOS file calls for reading or writing to your floppy disk, your applications programs do not have to take into account each drive's attributes.

Text continued from page 448:

SOS_Write calls to write to a printer is readily discernible. For applications programs that print more than one page of data, the SOS interface is the method of choice.

SOS File Management

By using SOS file calls for reading and writing to block devices (i.e., floppy and hard disks), your applications program does not have to take into account the specific attributes of each hardware device. This allows you to write general-purpose programs that communicate to all block devices supported by SOS, including any devices to be supported in the future. Because only the SOS file structure is required to store and retrieve information, it's not necessary to write specialized software into an applications program to handle a floppy disk and another set of routines to control larger-capacity devices. This is managed by SOS at a level that is transparent to your Pascal program. The file-management calls available are described in table 1 and file-system error codes are listed in table 2 (page 482).

Helpful Hints

Because Apple III Pascal allows assembly-language reference parameters to bypass type-checking, you can use this feature to allow greater flexibility in defining output-parameter data types. For example, any Pascal data type can be passed as the argument to any reference parameter in these assembly-language routines. This lets the assembly-language routine overwrite whatever variable has been passed as a call by a reference parameter. A possible outcome is that you can easily pass the wrong variable to any reference parameter and have the assembly-language routine post the returned value in whatever data type you've just passed it.

In the Apple III Pascal system, a segment that contains external (i.e., assembly-language) routines is not allowed to cross any 32K-byte bank boundary. Therefore, the Pascal system may leave unusable holes in memory when loading units that contain assembly-language routines. The way to avoid this problem is to use the intrinsic unit SOS_IO in listing 1.

When compiling your main program, use the "{\$NOLOAD+}" compile-time option as the first statement. Then, add a "{\$R SOS_IO}" compile-time command after the main line's Begin statement. The Pascal interpreter will load the SOS_IO unit first, which allows your P-code-only Pascal program to cross any bank boundary that is encountered further along in the loading

Apple III Pascal consumes 1100 bytes of buffer space in the data space for each file that is opened, including any character device such as a printer or console. SOS, however, does not use the buffer passed on an open request (i.e., the SysBuf parameter in listing 1), unless the device is a block device. This means you can save considerable stack and heap space by using SOS to output to a printer or a console. Any variable (the integer I, for example) can be used as the SysBuf parameter when using the SOS_Open routine for a printer or the console. Note

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ECC (Error Correction Code) is a polynomial derivative which is used to detect and correct errors. In simpler terms, this means that the computer will detect and automatically correct data errors sometimes generated spuriously in the equipment.

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Error Number	Error Message
32	Invalid request code
34	Invalid control parameter list
35	Character device not open
36	Device not available
37 44	Resource not available
44	Invalid byte count
64	Invalid block number
65	Invalid path-name syntax
66	Too many character files open Too many block files open
67	Invalid file reference number
68	Cannot find the specified path name
69	Volume not found
70	File not found
71	Duplicate file name
72	Overrun error due to lack of disk space
73	Directory full
74	Incompatible file format
75	Unsupported storage type
76	Attempted read past end-of-file
77	File position out of range
78	Illegal access attempted
79	User's buffer too small
80	File busy
82	Not a SOS volume
83	Invalid value in list parameter
84	Out of memory for SOS system buffer
85	Buffer table full
86	Invalid system buffer parameter
87	Duplicate volume error
88	Not a block device. Only Open, Newline,
	Read, Write, and Close calls can reference a character file.
89	a character file. File level error
90	Invalid bit-map address found on volume
30	invalid bit-map address found on volume

Table 2: SOS file system errors.

that a blocked-device SysBuf must be untouched and always available to SOS while the file is open. Because of that requirement, the usual scope rules for a Pascal file must be rigorously followed to keep Pascal from deallocating a SOS SysBuf before closing the file.

Although the file-handler routines in listing 1 are represented as an Apple III Pascal intrinsic unit, the declarations can alternatively be used piecemeal by suffixing an "External;" after each procedure declaration and compiling them along with any Pascal main program. However, a SOS_Data must always be included because all of the routines use it as the SOS parameter block-data area. Additionally, the following routines must be used in pairs, as they share code:

```
SOS_Set_Info and SOS_Get_Info
SOS_Read and SOS_S_Read
SOS_Write and SOS_S_Write
SOS_Get_B_Mark and SOS_Get_B_EOF
SOS_Set_B_Mark and SOS_Set_B_EOF
SOS_Get_Mark and SOS_Get_EOF
SOS_Set_Mark and SOS_Set_EOF
```

Linking the Pascal program with the assembled external routines would allow it to be run without having a SYSTEM.LIBRARY or program library on-line.

Conclusion

By using SOS_IO for file operations in your Apple III Pascal programs, you gain flexibility and power in addition to a considerable performance improvement. With a Pascal file, you always run the risk of crashing the program with "IO err: Volume not found" whenever an in-

General-purpose applications programs are possible by using Pascal and SOS in combination.

valid device is specified in a Reset or Rewrite call. A SOS_Open request will not crash the program, but will instead return the appropriate error code if the path name cannot be located. The file type, modification date and time, as well as other attributes can be modified for every SOS file by means of a SOS_Set_Info call. Since the SOS_IO call communicates directly with SOS, no additional Pascal preprocessing takes place. Because of this, control characters are not expanded or translated into other characters. This feature not only reduces the amount of preprocessing, but reduces any potential anomalous effects generated whenever nondata characters are written out.

The use of SOS_IO can also result in significant memory savings. The complete set of SOS_IO file-processing routines is slightly larger than 1K bytes of code. For each Pascal file opened by calling Reset or Rewrite, a mandatory 1K-byte buffer is reserved. Therefore, the entire SOS_IO package fits into the space saved using the SOS_IO to write to just one nonblocked device. Any Pascal application that deals with the Apple III only should consider using SOS_IO as a means to enhance performance and potentially realize some memory savings.

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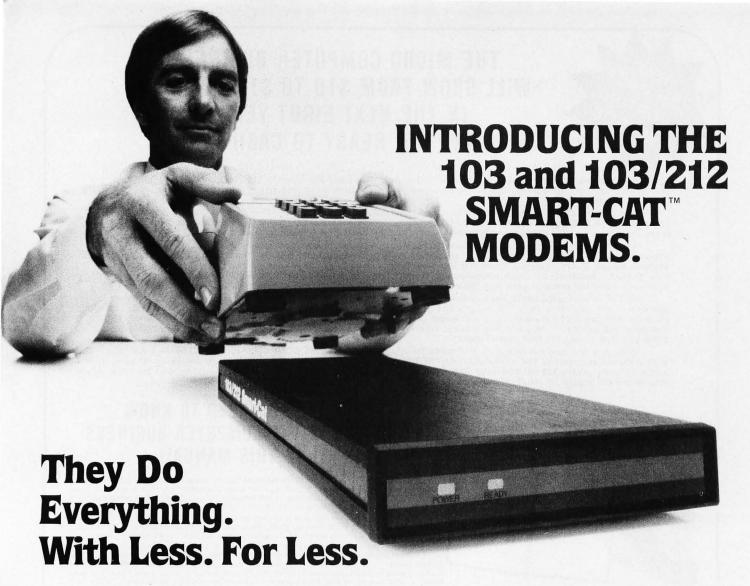
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Many single-board computers and microprocessor-evaluation kits are available that can serve as controller modules, but these are too large, overly powerful, and far too expensive for low-end controller applications. Also available now are a number of single-IC microcomputers (e.g., Intel 8048, Zilog Z8, Motorola 6805), but most of these are impractical for small-quantity designs because they incorporate on-chip mask-programmed ROM (read-only memory), thus the minimum order is several thousand units.

The few single-IC microcomputers with either on-chip EPROM (erasable programmable read-only memory) (e.g., Intel 8748, Motorola 68705) or with a "piggyback" socket (e.g., Zilog Z8-03) for a standard EPROM would be ideal as controllers for small-quantity applications because they contain a processor, RAM (random-access read/write memory), EPROM, I/O (input/output) lines, and a timer, all of which are essential for a general-purpose controller. Unfortunately these are still very difficult to obtain and not inexpensive enough to produce one-off con-

The aim of the design described in this article was to produce a very small, low-cost microcomputer module that would be suitable for a large number of controller applications, using only the most readily available components. The total cost of the module presented here is approximately \$30.

The module consists of a 100- by 60-millimeter (mm) single-sided printed-circuit board with a 24-pin edge connector. The board accommodates a Motorola 6802 microprocessor, a 2716-type (+5-volt-only) EPROM, a 6820 (or 6821) PIA (peripheral interface adapter), a crystalcontrolled clock circuit with a 60-Hz interrupt generator, and a +5-volt (V) power-supply regulator. Thus, the user has available 128 bytes of programmable memory, 2048 bytes of EPROM, 19 programmable I/O lines, and a source of real-time interrupts. All communication with external circuitry is through the 19 I/O lines. You can produce a powerful controller with this configuration. The complete circuit schematic of the module is shown in figure 1.

Circuit Description

The microprocessor used in the module is the Motorola MC6802. The MC6802 was chosen because it is readily available at a low cost (less than \$10 in single quantities). Also it contains 128 bytes of on-chip memory, so no additional memory ICs are

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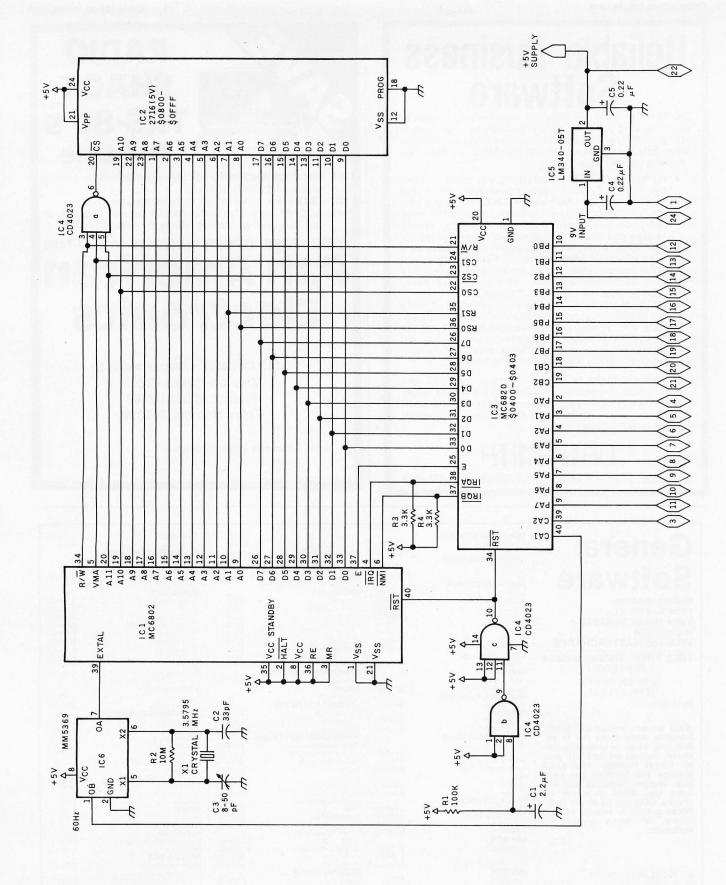


Figure 1: Circuit diagram of the complete microcomputer module. The printed-circuit board is single-sided, and the main integrated circuits provide programmable memory, EPROM, I/O, and a counter. Other circuitry provides the system clock, a 60-Hz interrupt, and +5-V power regulation.

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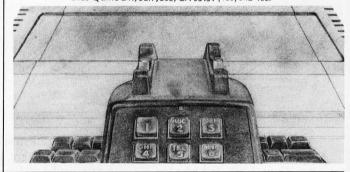
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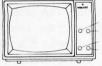
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required for "scratch pad" (memory for storage of temporary values).

For the controller to do useful work it must follow instructions stored in its memory. For program memory, the controller uses a 2716-type EPROM that can store 2048 bytes. The 2716 was chosen because it is readily available, currently costs approximately \$6 in single quantities, and is easy to program and erase. The capacity of the 2716 allows storage of quite a lengthy machine-language program.

The module is designed to operate from an unregulated 9-V-DC power supply—easily obtained from a calculator-type AC adapter. Regulated +5 V DC for use by the module is obtained from IC5, a 7805 (or LM 340-T-5) three-terminal regulator. The +5-V supply is made available at the module's edge connector for use with associated interface circuitry. The module's current drain is approximately 250 milliamperes (mA), with the regulator being capable of supplying approximately 400 mA safely without a heat sink. (Care must be taken not to overload the regulator with too much extra circuitry.)

Although the MC6802 microprocessor itself has a built-in oscillator circuit requiring only an external crystal for operation, an external oscillator circuit is used. IC6 is a crystal oscillator with buffered output at the crystal frequency and incorporating a 17-stage frequency divider. With the 3.579545-MHz crystal used, which is an NTSC (National Television System Committee) television color subcarrier crystal, the frequency divider output is 60 Hz. This is connected to the CA1 input of the MC6820 PIA to provide a source of interrupts. This is very useful in controller applications to allow timing of operations without tying up the processor in software timing loops. The MC6802 divides the clock frequency by 4 internally, and so runs at 894,886 Hz-10 percent below the microprocessor's 1-MHz maximum allowable clock frequency.

The only reset facility provided for the module is a power-on reset. The combination of R1 and C1 buffered through two gates (b and c) of IC4

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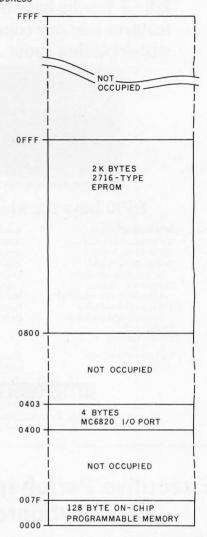


Figure 2: Memory map of the module's address space. Unoccupied gaps are due to the simple decoding method that uses some address lines to directly enable the peripheral integrated circuits.

provides a reset pulse to the MC6802 processor and the MC6820 PIA when power is applied. This forces the processor to begin execution of an initialization routine in the EPROM.

The eight data-bus lines of the MC6802 processor are connected to the data-bus lines of the 2716 EPROM and the MC6820 PIA. These lines are not buffered and are not available for connection off the module.

Exhaustive address decoding is not used; only enough of the 16 address lines of the MC6802 are used to sepa-

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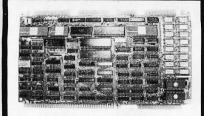
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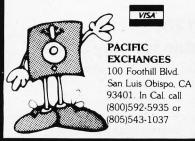
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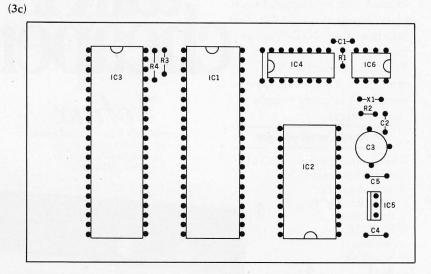


Figure 3: Artwork for creating the printed-circuit board. Figure 3a shows the full-sized etching pattern for the single-sided board; figure 3b shows where to install wire jumpers on the component side of the board. Component placement is shown in figure 3c.

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rate the RAM, EPROM, and I/O ports in the address space. There are a number of "don't care" address bits. (See figure 2 for a simple map of the address space.) The address-bus lines are not buffered and are not available for connection off the module.

The MC6820 PIA provides 16 I/O lines that are independently programmable as inputs or outputs. In addition, the MC6820 has 4 programmable control lines. One of these control lines, CA1, is used as the 60-Hz interrupt input. The other 3 control lines and the 16 I/O lines are available at the module's edge connector for interfacing the controller to external circuitry. All communication between the controller module and external circuitry is through these 19 I/O lines.

The Printed-Circuit Board

The printed-circuit board for the controller module measures 100 by 60 mm with a 24-pin edge connection (2.54-mm spacing). The board is single-sided to reduce costs. This necessitates a number of wire links on the component side of the board. The printed-circuit board, wiring link positions, and component overlay diagrams are shown in figure 3.

Prototype matrix boards of the same size, also with a 24-pin edge connection, are available from a number of suppliers. These matching boards are ideal for building interface modules for use with the controller module.

Software and Interface Hardware

The MC6802 processor uses an instruction set identical to the MC6800 processor. Any of the Motorola MC6800 development systems or evaluation kits are suitable for software generation. A Motorola D2 kit with 4K bytes of memory is very suitable because its address space covers the RAM and EPROM address space of the controller module. The user PIA of the D2 kit can be used to simulate the PIA on the controller module. The interface circuitry simply plugs into the user PIA, and all hardware and software debugging can be performed using the D2 kit.



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When the system is operating satisfactorily, the program can be transferred to EPROM and the controller module can replace the D2 kit.

Program alterations to allow software developed on a D2 kit to run on the controller module are minimal. The main program change required is to change the PIA address from hexadecimal 8004 through 8007 (for the D2 kit) to hexadecimal 0400 through 0403 for the controller module. This requires the change of only two bytes if all program references to the PIA use indexed addressing with the index register being loaded from a doublebyte constant in memory each time it is used.

One other possible program change would be to use software loops to perform timing functions. The controller runs at an internal clock frequency of 894.886 kHz, compared with a D2 kit, for example, which runs at a clock frequency of 614.4 kHz. Adjustment of timing-loop execution times is simple if the loop counter is loaded from a constant in memory each time it is used. Then only a single memory constant need be altered, irrespective of the number of times it is used.

A number of standard interface modules can also be produced to cope with the most common interface requirements. From an \$8 calculator I have designed and built an interface module for use with a 24-key keypad and an 8-digit, 7-segment LED (lightemitting diode) display. I have also built a module (costing approximately \$4) that can be configured as a 7-bit A/D (analog-to-digital) or D/A (digital-to-analog) converter. As a D/A converter, the module uses only two PIA lines, and as an A/D converter, only three PIA lines. Relay drivers, lamp drivers, and switch inputs are easily implemented.

Standard software routines can be used to drive the standard interface modules and provide other commonly used software functions, e.g., a real-time clock driven by the 60-Hz interrupt source. This allows a wide range of different controllers to be produced with relatively little effort by mixing and matching standard hardware and software modules.



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BYTELINES

News and Speculation about Personal Computing

Conducted by Sol Libes

Random Rumors: Casio Computer is rumored readying a personal computer that costs \$63. It will be introduced in Japan. . . . Expect a price cut on the Sinclair ZX81 if sales begin to falter as they did in England when the new Sinclair color Spectrum computer was introduced. ... Look for Panasonic to introduce a \$300 personal computer in February....IBM may soon begin production of the PC outside the U.S. with a goal of producing over 1 million units next year.... Apple is expected to introduce an Ethernet interface for the Apple III. It has reached an agreement with 3Com Corporation to purchase \$3.6 million worth of network interfaces.... Both Televideo and Applied Digital Data Systems will come out with low-cost color display terminals shortly.... Honeywell is presumed to be ready to market a personal computer using the Victor 9000 machine. . . .

Predictions for 1983: In past years, it has been my practice to make some predictions for the coming year in my December column. In looking back at my predictions made last year and in prior years, I am surprised at how many have come true . . . typically over 85 percent. So, let me stick my neck out once again and make some predictions for 1983.

First, I predict that 1983 will be the year of the true portable computer. Osborne having shown the way, you can expect Radio Shack, Apple, and IBM to introduce portable personal computer systems. I assume that they will fit into a briefcase, have flat-panel displays, microfloppy drives, and built-in direct-connect modems. They will also use CMOS (complementary metaloxide semiconductor) circuits operable from small, low-cost batteries; hence, they will be true portable systems. Expect them to have CMOS RAM (random-access read/write memory) with battery backup rather than bubble memory. Watch for the Japanese to attack this market next year.

Second, I predict that the personal computer market will divide into several separate and distinct markets with three or four suppliers dominant in each. Thus, we will see diverse markets ranging from consumer computers selling for \$60 to \$70, to home word-processing computers going for \$1000-\$2000, to small-business computers in the \$3000-\$5000 price range, workstations in local networks selling for \$5000-\$8000, and multiuser systems ranging from \$7000 to \$10,000. No one supplier will dominate more than one market, so we can plan on several dozen successful manufacturers and probably well over a hundred different personal computer system makers.

Third, following from that prediction, is the prospect that the number of new personal computer systems coming to market will probably be at the staggering rate of almost one per working day. Look for one-third of them to come from Japan.

Fourth, systems with separate, cableless, radio-linked keyboards will flourish—no more connecting cables getting in the way. And, I hope,

manufacturers will make a concerted effort to standardize keyboard layouts. Also, I predict that several manufacturers will add voice input/output that acts as an aid to, rather than a replacement for, keyboards. Voice output should be the next big feature added to low-cost personal computers.

Fifth, don't be surprised to see IC modem chips capable of operating at 9600 bps (bits per second) and possibly as high as 19,200 bps.

Sixth, I await the introduction of erasable optical memory systems for microcomputers capable of storing up to 100 megabytes on a single disk.

Seventh, the microfloppy and micro Winchester drives will start replacing minifloppy and mini Winchester drives in personal computers. Within two or three years, microfloppies and micro Winchesters should be the dominant storage systems on personal computers.

Eight, expect arcade video games where the player actually gets into the game. For example, a flight simulator that actually gives the player a feeling of movement, acceleration, and of really flying a spaceship, with voice recognition that will respond to such commands as "Fire one!" and "Blast off!"

Apple Doings: Looks as if Apple has decided to introduce the Apple II-E this January. Unless, of course, the company decides to make changes again. Rumor has it that Apple planned to introduce the new Apple II replacement in September and initiated a special sale price to

clear out inventory. But sales increased to the point where Apple decided to continue producing the Apple II for another few months and do some further design work on the II-E. Over the summer, several software houses received prototypes of the II-E so that they could get a head start on applications software development. It is rumored that the II-E will not be completely software-compatible with its predecessor.

Apple's 68000-based workstation, called Lisa, is reportedly out on beta test with several potential corporate customers. Rumor has it that units are being used in a localnetwork configuration.

Apple disclosed that it has won injunctions against four more Hong Kong-based makers of alleged imitation Apple II computers, Also, the U. S. Customs Service has reportedly begun confiscating and destroying imitation Apples arriving at ports in the U.S. It has been estimated that as many as 20 companies are making about 5000 Apples a month with retail prices as low as \$200. Compare that to the U.S. price of \$1200 to \$1400.

Continuing to tighten up its sales/distribution organization, Apple has cancelled central purchasing agreements with two more independent retail chains, Compushop in Richardson, Texas, and The Computer Store (TCS) in Sudbury, Massachusetts. Compushop and TCS outlets will now have to buy equipment directly from Apple at standard dealer prices. The reason given was the same as in the previous cases of Computerland and Xerox: the sales organizations refused to let Apple dictate where new stores could be opened.

ormer Mail-Order Dealer Sues HP: Computer Place Inc., Carmel, California, has filed an antitrust suit against HP (Hewlett-Packard) alleging that the company is stopping mail-order distribution of personal computer and calculator products. Computerland was named as a codefendant. Computer Place alleges that HP stopped supporting dealer national advertising and refused to make available its new HP-86 personal computer to dealers who would not support local customers. It also claims that this action forced it out of business. It is interesting to note that a similar action filed against Apple Computer by three of its former mail-order dealers was dismissed.

Price War Develops:

Atari and Commodore have accelerated the low-end personal computer price war with discounts on software, peripherals, and even basic units. This is in response to Texas Instruments' \$100 rebate program. Atari is offering coupons good toward the purchase of software, while Commodore has reduced the base price of its VIC-20. The result is that both the VIC-20 and TI-99/4A can now be purchased for well under \$200. I have seen both units being offered by stores in my area for under \$180. It is likely that Tandy will soon reduce the price of its Color Computer.

At these prices, personal computers are close to the selling prices of computer games and are beginning to affect game sales. (Speculation is that this is why Atari is offering games coupons instead of a price reduction.) The dealer cost for a computer is now down around \$150; however, dealers rely

on sales of software and peripherals to make a profit. Commodore is boasting that it is now producing 70,000 VIC-20s a month and, even with the \$150 dealer price, is still making a healthy profit on each unit shipped. The question is how this will affect sales of Commodore's soon to be released Max game machine, which will carry a \$179 price tag.

In the meantime, the Timex/Sinclair 1000 (aka the Sinclair ZX81 with 2K-byte RAM), selling at just under \$100 and already being discounted, is taking sales away from Texas Instruments, Atari, and Commodore in nation-wide chains such as K-Mart.

This price war is upsetting to several Japanese companies who were planning to offer low-end computers. NEC, which planned to introduce its PC-6000 with a \$450 price, is now going through a redesign to eliminate features and reduce the price. Also, NEC is rumored to be designing a very low cost machine to compete with the VIC-20. Matsushita's Panasonic subsidiary, which had already disclosed that it planned to retail two computers, the JR-100 and JR-200, in early 1983 with prices in the \$300 range, has postponed introduction until summer as these products go through redesign. Sanyo, however, expects to begin selling a machine next August that will compete with the Timex/Sinclair.

The price war is undeniably making it difficult for new companies to enter the lowend marketplace. And those that do plan to enter are being thrown off balance as to pricing and timing of their entries.

Software Marketing Changing: Did you know that more than 150 new programs are marketed each month? It's getting like the record and book publishing

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The average microcomputer "moves" data at 120,000 characters a second. A typical disk drive transfers it at 27,000 CPS. Most printers however plod along at 100 CPS and many modems squeak out 30 CPS. That's quite a drop in efficiency not to mention a waste of

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industries. Word-processing programs, for example, already number more than one hundred, and the competition is becoming intense.

Software suppliers trying to establish brand names are providing slick packages for their products. The plain plastic sandwich bags will soon be a thing of the past, as software packages look more and more like record packages. In addition, suppliers are upping ad budgets and increasing promotional efforts, all of which serves to jack up the retail price.

But purchasers often have had trouble getting programs to work properly. Suppliers are finally beginning to face the problem by offering service with the product. For example, Peachtree Software now provides 30 days of free consultation with its software.

Currently, about half of all software is purchased via mail order. However, some experts are betting that this will shift to stores that will sell software much as record shops sell records: customers can walk in and see a demonstrations of the software packages before they buy.

Unix On 8-Bit Systems:

We see an awful lot of promotion for Unix-like systems on 16-bit computers, particularly 68000-based machines. However, it is worth noting that Unix-like systems are also available on 8-bit machines. For example, several suppliers of 6809-based systems are furnishing the Uniflex operating system from Technical Systems Consultants (Chapel Hill, North Carolina). Also, Morrow Designs, located in Richmond, California, offers its Micronix operating system for the Z80-based Decision I.

Both of these systems offer multiuser, multitasking capability with file management nearly identical to that of Unix. They use a shell that includes I/O redirection, pipes, and many other Unix-like features.

Motorola Announces 68000 Enhancements:

Motorola has announced that next year it plans to make available several new versions of its 16-bit 68000 microprocessor. Prototypes of some of these new parts are already being tested by potential customers.

First, Motorola will market a reduced-bus version called the 68008. It will have an external 8-bit data bus and reduced address space (1 megabyte), come in a 48-pin package, and operate with 6800 peripheral chips.

Next will be the 68010, a virtual-machine version of the 68000. It will be able to recover control of the machine after memory faults, so it can be used in a demand-paged environment. Virtual-memory support improves the 68000's ability to handle multiuser systems.

Last will be the 68020, a full 32-bit version of the 68000. It will have a 32-bit-wide data bus and an instruction cache memory. Consequently, it will run programs two to four times faster than the 68000.

BM Aims To Fit A 370 Into A 68000: According to a technical paper that appeared in a recent issue of IBM's Journal of Research and Development, researchers at IBM's Endicott, New York, facility are attempting to recode Motorola 68000 microprocessors to implement the functions of an IBM System/370. The 16-bit 68000 microprocessor was selected because it is microcoded and has seventeen 32-bit generalpurpose registers. The full 370 would require about four times the microcode capability of the current 68000; however, the hope is that within a few years a 370 will be encoded into one 68000. In the meantime, the research group intends to partition the 370 architecture among a number of 68000s, which will communicate over a local bus and share common local storage.

apanese Adopt U.S. Software: More and more Japanese personal computer systems are being introduced in the U.S., but the surprising thing is that they are using American software rather than Japanese-made software. For example, Hitachi, NEC, and Panasonic will soon introduce systems using Microsoft's MS-DOS operating system, while Sony, Mitsubishi, Sanyo, and Hitachi are using the CP/M operating system from Digital Research. Hitachi will use both the MS-DOS and CP/M disk operating systems.

Not only are Japanese companies contracting with U. S. firms to supply operating systems, they are also looking to them for languages and applications programs. Structured Systems Group, for example, has signed contracts to provide its accounting software for several Japanese computers.

has announced the formation of a new company with Lucasfilms (creator of Star Wars, The Empire Strikes Back, and Raiders of the Lost Ark). Each firm has an equal share of the new venture. The first product will be a video game based on Raiders of the Lost Ark.

Walk: Currently, mobile robots get around on wheels or tank-like tracks. But research is under way at Carnegie-Mellon and Ohio State universities to develop walking robots. Although

humans take walking for granted, it is a highly complex task fraught with such problems as balance and coordination of many sequences of joint and leg movements.

It is hoped that computers can be taught to cope with this problem. The walking robot being developed at Carnegie-Mellon will have six legs. This work is being funded by the Defense Department. Work on walking robots is also being done in Japan and the Soviet Union.

Artificial Intelligence

News: The introduction of the Motorola 68010 upgraded 16-bit microprocessor and the recent use of the LISP language for writing applications programs may lead to the use of AI (artificial intelligence) techniques in applications programming. LISP has long been the language of the Al community. Although there have been a few implementations of LISP on 8-bit machines, they have had very limited performance, and anyone doing serious AI work was forced to use large minicomputers. This, however, appears to be changing.

For example, the University of Pittsburgh has developed "Internist 1," which, in a test at Massachusetts General Hospital in Boston, proved almost as capable at diagnosing some diseases as physicians. Although currently running on a very large computer, this program is now being transported to run on several 68000-based microcomputers. Also, Cognitive Systems Inc., an offshoot of the Yale artificial-intelligence lab, has developed programs for stockbrokers, paralegals, accountants, and tax advisors that are already running on the 68000-based Apollo computer (Apollo Computer Inc., North Billerica, Massachusetts).

Current 68000-based systems that are large enough to support these LISP programs, such as the Apollo, cost in the \$40,000 range. However, the introduction of the Motorola 68010 and the National Semiconductor 16032 is expected to soon reduce these costs to the \$20,000 to \$30,000 range. Xerox has already announced a LISP machine, called Dandelion, which it expects will sell for under \$30,000.

apanese Attack Disk-Drive Market: Apple Computer recently switched from Shugart to Alps Electric Ltd. drives, and DEC (Digital Equipment Corporation) and Tandy have awarded Teac the contract for supplying 51/4-inch drives for their new personal computers. These signs indicate that the Japanese have become much more aggressive in pursuit of OEM (original equipment manufacturer) floppy-disk drive contracts.

The greatest Japanese penetration of the floppy-disk market is anticipated in the half-height and microfloppy arenas. NEC and Mitsubishi have already entered the halfheight market, which is currently dominated by Tandon. OEM prices of half-height double-sided 8-inch drives are already down in the \$370 area. The greatest competition should be in the halfheight 51/4-inch drive area. where Alps, Qume, and Teac are expected to start shipping drives to compete against Tandon and Shugart. Competition in the microfloppy arena should develop in late 1983 when more companies start shipping these drives. Presently, Sony appears to be the leader in the microfloppy area. For example, Sony has already signed a contract to supply Hewlett-Packard with 31/2-inch microfloppy drives that can store 437.5K bytes.

Sony is rumored to be ready to announce a double-sided version of its drive.

The Japanese are also expected to make major inroads into the Winchester-drive marketplace. Currently, some 75 percent of this market is in the hands of Seagate and Tandon with Shugart, Control Data, Quantum, Priam, and Mircopolis sharing the remainder.

Computer Store Franchises: I have a friend who owns two computer stores, plans to soon open a third, and employs more than two dozen people. Six years ago when he started his little retail operation in his basement, it was open only nights and weekends. Those days are gone.

Today, opening a computer store usually means buying a franchise. Generally, this requires an initial fee ranging from \$15,000 to \$45,000, depending on location, and that's followed by a monthly royalty fee that may be 5 to 6 percent of gross sales. In addition, you may be hit with a cooperative advertising fee, which is typically 1 to 3 percent of gross sales. Nonpayment of these fees, failure to to comply with the franchisor's rules and regulations for running the store, or unauthorized transfer of the franchise to another person can result in loss of the franchise.

The franchisor usually provides plans and specifications for store construction as well as training, supervision, and education of the franchisee's employees. The franchisor will provide advertising and purchasing of products and supplies at advantageous prices.

Franchising experts today estimate that opening a franchised computer store requires a minimum of \$200,000 capital to be successful.

EEE For Software Engineering Standards:

The Institute of Electrical and Electronics Engineers (IEEE) has organized a Software Engineering Standards Committee with several working groups. The purpose is to create standards, guides, and recommended practices for software engineering. The working groups are concerned with areas ranging from software quality assurance to a recommended practice for the Ada programming language. For more information on these groups, contact Fletcher J. Buckley, RCA, Moorestown, NJ 08057, (609) 778-3606.

Graphics Standards Emerging: Digital Equipment Corporation, Intel Corporation, and Tektronix have

announced that they will adopt and support the North American Presentation Level Protocol Syntax (NAPLPS) and Virtual Device Interface (VDI) standards for creating and transmitting computergraphics images. NAPLPS and VDI are currently being evaluated by the American National Standards Institute X3L2 and X3H3 committees, respectively.

BM To Conduct Education Test: IBM is lending 300 personal computers with voice output, color graphics, and a programmed series of exercises designed to teach reading and writing to selected schools as part of a test. For example, to teach writing, the computer will show a child a picture of a cat and then will ask the child to

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spell "cat" while helping him find the right letters by lighting areas in both phonic and regular alphabets.

axi Dispatching Going Digital: The dispatching of taxis via voice radio may soon be a thing of the past. Several Canadian taxi companies have switched from voice-radio dispatching to computerized radio dispatching. The taxis are equipped with a video display and keyboard.

Here's how it works: a driver enters information as to which zone he is in or headed for, whether the cab is empty, etc. The central computer then sends a message as to where to pick up the next ride. No other driver gets the call, so no one can try to beat the cabbie to the fare, which sometimes happens with voice dispatching. With computerized dispatching, companies are claiming that they can now handle as many as 500 cabs per channel whereas before the limit was about 150. Who knows, maybe they will let the passengers play Pac-Man on the system between pick-up and destination.

omputers Being Sold Door-to-Door: Two companies are already selling personal computers door-todoor, via phone, or through small Tupperware-party-like gatherings. Tronics Marketing Corporation, Houston, Texas, claims to have nearly 10,000 door-to-door salesmen in 50 states selling Texas Instruments personal computers. The Dallas-based Dynasty Computer Corporation claims that it has 2300 "distributors" selling a private-label system. Both companies have set up pyramid-type sales organizations in which distributors enlist sales agents to do the actual selling.

On The Business Side:

Tandy reported that for the fiscal year that ended June 30, 1982 revenues were up 21% to more than \$2 billion. Earnings increased over 32% to more than \$224 million. Most of this gain was due to a 72% increase at Tandy's computer operations. Tandy estimates that its computer business now accounts for about 31% of its total revenues, or approximately \$640 million. This makes Tandy far and

away the largest manufacturer of personal-computer systems.

Vector Graphic posted a \$252,000 loss for the last quarter of the year on a 10% decline in sales. Sales for the year, however, were up almost 45% to over \$36 million compared with 1981 sales of \$25 million. The decrease in the fourth quarter was blamed on dealers holding off ordering in anticipation of the introduction of a new computer system and an inventory theft of \$600,000 worth of merchandise.

Random News Bits: Intel has reduced the price of its 8087 mathematics processor integrated circuit from \$320 (1000-unit quantity) to \$150, and prices are expected to drop further next year. Intel has been shipping the 8087 since December 1981.... Scopex Instruments Ltd. (Pixmore Ave., Letchworth, Hertfordshire, England) has introduced an oscilloscope with a flat liquid-crystal display screen. . . . Siemens A.G. (Munich, West Germany) has announced an experimental 14-inch, flat, high-resolution color screen CRT (cathode-ray tube) that can display 28 lines of 80 characters. . . . Human Computing Resources Corporation in Toronto, Canada, has begun work on transporting Unix System III to National Semiconductor's 16032 microprocessor. . . Phosphor Products Ltd., Poole, Dorset, England, is reportedly developing a compact flatpanel videotex terminal. . . .

Month: "Because of the nonproprietary software and limited distribution [of the PC], IBM has not only invited in Japanese competition, but has handed over a large portion of the market to the Japanese on a silver platter." John Roach, President, Radio Shack, Computer Update Magazine, July/August 1982

MAIL: I receive a large number of letters each month as a result of this column. If you write to me and wish a response, please include a self-addressed, stamped envelope.

Sol Libes POB 1192 Mountainside, NJ 07092 ■



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Clubs and Newsletters

Attention: Doctors

The Medical Computer Journal has reviews of medical hardware and software, news of the latest developments in the medical field, and features on the uses of computers in laboratories and offices. It is published six times a year. The annual cost is \$25 for individuals and \$35 for libraries. institutions, and overseas mailings. For further information, write to the Medical Computer Journal, 42 East High St., East Hampton, CT 06424, or call (203) 267-2934.

Count on ABACUS

The Atari Bay Area Computer Users Society (ABACUS) welcomes anyone in the San Francisco area who wishes to attend monthly meetings and subscribe to its newsletter. The newsletter is accepting informative articles and short programs. ABACUS is also willing to trade newsletter subscriptions with other user groups. Contact ABACUS through Dave Mentley, POB 325, El Cerrito, CA 94530.

Listen to This

Voicenews is published 10 times a year to report the latest news concerning speech-synthesis and speech-recognition technology. The annual subscription rate is \$95 in the U. S. and \$120 overseas. Write the editor at POB 1891, Rockville, MD 20850, or call (301) 424-0114.

Attention: Lawyers

The Lawyer's Microcomputer is a monthly newsletter written specifically about practical applications of the

Last Call for Clubs and Newsletters Directory

To be included in the fifth edition of the BYTE Clubs and Newsletters Directory, your club or publication must supply the following information.

- 1. name of organization or publication
- 2. mailing address
- 3. contact person and telephone number
- 4. name of newsletter or publication
- 5. special interests

Send your information to Clubs and Newsletters Directory, BYTE/McGraw-Hill, POB 372, Hancock, NH 03449.

TRS-80 in the law office. Research on printer quality, choosing software, and how to finance a computer are all included in the first issue. Yearly subscriptions are \$28 (U. S.), \$37 (Canada), and \$43 (foreign). For more information, write Rose T. Wilkins, R. P. W. Publishing Corp., POB 1046, Lexington, SC 29072, or call (803) 359-2077.

Sorcim's Newsletter

Sorcim Corporation's newsletter Supernews is designed to provide user-friendly information for new users of Sorcim products. Published quarterly, Supernews includes articles on templatebuilding and computer shows. New products, update policies, and customer support columns are featured. Suggestions for articles are welcome. For further information, contact Supernews, Sorcim Corp., 405 Aldo Ave., Santa Clara, CA 95050, or call (408) 727-7634.

Atari Group in the Berkshires

The Berkshire Users Group (Atari) of Berkshire County, Massachusetts, is a support group for owners of Atari 400 and 800 personal computers. BUG(A) meets on the second Saturday of each month. Members would like to exchange newsletters and information with other user groups. For more information write BUG(A), POB 593, Great Barrington, MA 01230, or call (413) 528-1438 or 528-0744.

Active Club in Finland

The 1800 Users Club of Finland meets monthly in Helsinki. Members engage in hardware and software competitions and produce a newsletter. Group members also receive a free subscription to a Finnish electronics magazine. We seek contact with other clubs. Send a self-addressed envelope to Richard Eller, 1800 Users Club, POB 559, 00101 Helsinki 10, Finland.

Newsletter Swapping

The Central Florida Computer Society (CFCS) publishes a newsletter, *Bussline*, containing information on various users groups, hard-

ware and software reviews, and buy-sell-swap ads. CFCS members would like to swap monthly newsletters with other like-minded clubs. Send your newsletter to CFCS Inc., 2821 Sunset Dr., Apopka, FL 32703.

TRS-80 Users Meet in LA

The TRS-80 Model I Users Group of West Los Angeles meets on the last Tuesday of each month. All users are invited to attend and exchange ideas and public-domain software. For more information, write Mike Miller, 10210 Woodbine St. -1, Los Angeles, CA 90034, or call (213) 836-4103.

Welcome in Wichita

In Wichita, Kansas, a Commodore VIC-20 Users Club meets monthly to exchange the latest news and public-domain programs. Anyone is welcome. For the current meeting time and a copy of the newsletter write to Walter Lounsbery, 739 Litchfield, Wichita, KS 67203, or call (316) 262-4861.

Stay Up to Date with Eagle News

Eagle Computer, manufacturer of desktop computers for small businesses, produces *Eagle News*, a monthly newsletter. *Eagle News* contains the latest information about Eagle computers, trade shows, software news, and new products. For your copy, contact Eagle Computer Inc., Building C, 983 University Ave., Los Gatos, CA 95030, (408) 395-5005.

Ask BYTE

Conducted by Steve Ciarcia

Magnetic-Tape Standard

Dear Steve.

I built an FSK (frequencyshift keyed) cassette interface for my homebrewed 8080based microcomputer. Do you know of a standard or frequently used format for recording data on magnetic tape? I want my system to be compatible with commercial software.

Michael D. Zahorik New Berlin, WI

One of the problems with the personal computer industry is its lack of standards. A format known as the Kansas City Standard is used on many 8080-type systems. This standard, named after the location of the conference that established it, uses 1200 Hz to indicate a 0 and 2400 Hz to indicate a 1. These frequencies were chosen to be compatible with the bandwidth and frequency response of typical cassette recorders. With the homebrew FSK system for your computer and this information, you should have no trouble with compatibility. . . . Steve

Increasing **Line Counts**

Dear Steve,

In the March 1982 BYTE. you responded to a letter about high-speed printers (see "High-Speed Printers," page 442). You stated that the IBM laser printer is capable of 1800 lpm (lines per minute); however, IBM claims 1000 pages in 6 minutes, or approximately 11,000 lpm (almost 6 times as fast as 1800 lpm).

Charles Gawthrop Wilmington, DE

Thank you very much for your letter. I have received many responses to the decimal point error that crept into that Ask BYTE answer. The correct number should have been 18,000 lines per minute, and even that is not its maximum

From IBM's literature, the following calculations can be made: "allows printing at either 6, 8, or 12 lines per inch..." ... "can process, for example, 1000 11-inchlong pages in approximately 6 minutes of continuous printing, regardless of the number of lines per page."

Now. 11 inches/page X 12 lines/inch = 132 lines/page 1000 pages/6 minutes = 166.67 pages/minute 166.67 pages/minute × 132 lines/page = 22,000lines/minute

In reality, with 6 or 8 lines per inch and 66 lines per page, the effective number of lines per minute will be less. . . . Steve

No Joy in Stickville

Dear Steve,

I own an Atari 800, and I have been disappointed in the performance of Atari's joysticks. They are not accurate and don't always make a good electrical connection.

I have been trying to build my own using momentary switches to make the five connections needed for motion and firing. Do you know where I can buy the appropriate female plug needed for the Atari? Also, do you have any suggestions for building a joystick, or do you know any companies making betterquality Atari-compatible joysticks?

Thanks for your help. Your articles are great.

Louis Yelgin Malden, MA

The connector used on the rear of the Atari for the joysticks is a 9-pin Type D subminiature. It's available from many of the mail-order houses that advertise in BYTE: look for Priority One Electronics and California Digital ads in any issue.

Wico, a company that manufacturers parts for arcade games, makes a deluxe version of the Atari joystick. It is large, solidly built, and has a trigger button on top of the stick, as well as one in the normal position. Order the Command Controller Joystick (part number: 15-9714) from Wico, 6400 West Grosse Point Rd., Niles, IL 60648, (312) 647-7500. . . . Steve

Shielding TV from Interference

Dear Steve.

I recently purchased the disk drive for the TRS-80 Color Computer. Since adding this device, I have experienced an annoying amount of interference on my television set. The drive's manual came with a flier warning that this problem might be present in some of the earlier machines and, if that was the case, you should return the computer to a service center for additional shielding.

I would prefer to make the modifications that might be necessary myself. Could you please give me an idea of what could correct this problem.

Thanks for whatever help you can give.

Richard D. Fothergill Pittsfield, MA

The interference that you are experiencing with the TRS-80 Color Computer disk drive is probably caused by radiation from the cable that connects the drive to the computer. The cable is acting as an antenna, and to eliminate the radiation, it must be shielded. My article in the January 1981 BYTE, "Electromagnetic Interference" (page 48), describes the sources of electromagnetic interference and how to cure them.

Wrapping the disk-drive cable in several layers of aluminum foil and grounding the foil to the computer should be beneficial. But frankly, if Radio Shack has a free fix, I would let the service center do it. It will be neater and may help the resale value of the computer at some later date. . . . Steve

Chess Program for Home Brewers

Dear Steve.

I'd like to buy a chessplaying program for my computer. My problem is that I don't have a standard personal computer but two home-built systems. One is 6809-based, with keyboard and video display. The other is Z80-based, with 32K bytes of memory and plenty of space for 2716-type EPROMs (erasable programmable readonly memories).

I'd like to know how to change an existing chess program so that it could be run on my Z80-based computer and so that the input and output can be done through the 6809 computer, allowing it to process all communication with a human opponent.

I'm planning to use dot graphics to display the chessboard and a light pen to make moves. This means I must know the hexadecimal locations of the chess program's I/O routines and how the parameters are passed. Further. I need to know the cassette format used for storing the program. I think any cassette format can be read by a little hardware and software. A Z80 PIO (parallel input/output integrated circuit) is provided in the Z80 system.

Matti Kassi Vantaa, Finland

The easiest way to get a chess program on your Z80 computer is to get a copy of the book Sargon-A Computer Chess Program, by Dan and Kathe Spracklen, and start typing. It is published by Hayden Publishing Company and is available from TSE Hardside (6 South St., Milford, NH 03055) for \$15.95 plus shipping. It contains complete documentation for all of Sargon's algorithms and a program listing in Z80 assembly language. With the information provided, you can tailor the program to fit any Z80 machine with 8K bytes of memory. Block diagrams and an index to subroutines are also included. All you need is the patience to type it in. . . . Steve

Sorting Out Computer Languages

Dear Steve,

I've learned a great deal from reading your answers in Ask BYTE. Now, I would like to have an answer to a question that deals with a comparison of programming languages.

Obviously, no one lan-

guage is best. I assume they vary in a number of ways. such as ease or difficulty inlearning, ease in debugging, efficiency in run time and in memory space, etc. And, of considerable importance, some languages lend themselves better for certain types of applications. I would very much like to find somethinga book perhaps—that sets forth a comparison of all the major languages-giving their characteristics and especially the facility with which they lend themselves to various uses. Can you tell me where I can find such a comparison? Donald W. Kearney

Martinsburg, WV

An informative and timely article on the comparison of computer languages appeared in the December 1981 Popular Electronics magazine, beginning on page 40. "Computer Language Confusion. . . Sorting It Out," by Stanley S. Veit, discusses computer languages so as to provide an understanding of what is available and to help you choose the most appropriate one for a particular application. . . Steve

Full ASCII Codes Transmittable

Dear Steve,

I own an Apple II Plus system and a Hayes Microcomputer Products Micromodem II. For some time now, I have been searching for software or hardware that will permit me to transmit both uppercase and lowercase ASCII (American Standard Code for Information Interchange) codes to another computer system (namely, a PDP VAX-11/70 with a Unix operating system). I have been unable to find anything of moderate price (say, \$100 to \$200) that

will allow me to do this. If you can give me any advice. I sure would appreciate it.

Thanks. Michael T. Conley Albuquerque, NM

The best program for you to use is Visicorp's Visiterm. With Visiterm, your Apple II Plus becomes an on-line terminal with the ability to define keyboard macro instructions, define your own character set, and transfer Applesoft or Integer BASIC listings or text or binary files over a standard phone line. It is designed to work with the Micromodem and it automatically displays uppercase and lowercase on the screen.

Visiterm has a suggested retail price of \$100 and is available from local dealers and Visicorp, 2895 Zanker Rd., San Jose, CA 95134, (408) 942-6000. My answer sure sounds like a commercial, but I've seen this program and can highly recommend it. . . .Steve

In "Ask BYTE," Steve Ciarcia answers questions on any area of microcomputing. The most representative questions received each month will be answered and published. Do you have a nagging problem? Send your inquiry to:

Ask BYTE clo Steve Ciarcia **POB 582**

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If you are a subscriber to The Source, chat with Steve (TCE317) directly. Due to the high volume of inquiries, personal replies cannot be given. Be sure to include "Ask BYTE" in the address.

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Software Received

Apple

Advanced System Editor, a screen-oriented text editor for the UCSD Pascal system. The editor provides all common word-processing features, including copy, delete, find, search, and replace. For the Apple II; floppy disk, \$175. Volition Systems, POB 1236, Del Mar. CA 92014.

The Big Math Attack, a tutorial game covering basic mathematics problems. The object is to solve a simple equation before it reaches the bottom of the screen. The more equations you solve, the faster they drop. For the Apple II; floppy disk and cassette, \$25 and \$20, respectively. Thesis, POB 147, Garden City, MI 48135.

Bipolar Psychological Inventory, a multidimensional personality test. This program administers, scores, and interprets test results and prints a report with norm, profile, and significant items. For the Apple II; floppy disk, \$250. Diagnostic Specialists Inc., 1170 North 660 W, Orem, UT 84057.

Corral I.0.1, a cost-return analysis program for beef producers and related industries. Provides a complete breakdown and report of all costs and expenses. For the Apple II; floppy disk, \$150. Applied Micro Systems, RR 3, Box 309-B, Leavenworth, KS 66048.

Crazy Mazey, an arcadetype game. Within the intricate maze are secret hordes of cash. Find the cash and run for your life. Killer cars will try to stop you in the 19 levels of the maze. For the Apple II; floppy disk, \$29.95. Datamost, 9748 Cozycroft Ave., Chatsworth, CA 91311.

Crush, Crumble, and Chomp, a simulation game that lets you become the monster you always longed to be. This game allows you to design your own monster and let it loose on a city where it feeds on human tidbits. For the Apple II; floppy disk, \$29.95. Epyx/Automated Simulations, POB 4247, Mountain View, CA 94040.

The Curse of Crowley Manor, an adventure-type game. What starts out as a simple homicide investigation changes into a descent into the world of the occult. Solve the mystery or face the gates of Hades. For the Apple II; floppy disk, \$29.95. Adventure International, POB 3435, Longwood, FL 32750.

Death Race 82, an arcadetype game. You must escape from the killer robots in the Death Squad Cars by piloting your turbocar through the 10 levels of the maze. Destroy robots and increase your score. For the Apple II; floppy disk, \$29.95. Avant-Garde Creations, POB 30160, Eugene, OR 97403.

Diskovery, a disk-utility package. Examine, edit, and store information on any track or sector of a disk. Recover, alphabetize, and purge any files on a disk. Other utilities included. For the Apple II; floppy disk, \$59.95. Micro Mantic Computer, 541 Northeast McWilliams Rd., Bremerton, WA 98310.

Double Check, a checkbook balancer and moneymanagement program. Establish up to 100 expense categories, and this program will sort all expenses and provide you with a total for tax deductions. For the Apple II; floppy disk, \$49.95. Computer Tax Service, POB 7915, Incline Village, NV 89450.

Eliminator, an arcade-type game. You must protect your energizers on the planet surface from the 15 waves of attacking alien spacecraft. Destroy the aliens to increase your score. For the Apple II;

floppy disk, \$29.95. Adventure International (see address above).

Federation, an arcade-type game. You must wipe out the merciless invading Drorn Drones. Develop the correct strategy to skillfully deploy your Federation spacecraft. For the Apple II; floppy disk, \$29.95. Avant-Garde Creations (see address above).

Graphic Writer, a program that lets you print your own character sets. Features provided include underline, boldface, large and small letters, and the ability to use inverse print with most word-processing programs and printers. For the Apple II; floppy disk, \$54.95. Computer Station Software, 11610 Page Service Dr., St. Louis, MO 63141.

Laf Pak, four arcade-type games: Creepy Corridors, Apple Zap, Space Race, and Mine Sweep. Each game requires a different tactic to win. For the Apple II or II Plus; floppy disk, \$34.95. Sierra On-line Inc., 36575 Mudge Ranch Rd., Coarsegold, CA 93614.

Lazermaze, an arcade-type game. To resolve interstellar conflicts, a single combat game has been developed. Accurately fire your laser at the alien and your planet could win the war. For the Apple II Plus; floppy disk, \$29.95. Avant-Garde Creations (see address above).

Marauder, a two-level arcade-type game. You must descend to the alien planet's surface through a rain of laser fire and torpedoes. Once on the ground, you must destroy the central computer, which is guarded by robots. For the Apple II or II Plus; floppy disk, \$34.95. Sierra On-line Inc. (see address above).

Mars Cars, an arcade-type game. There are tales of a great treasure on Mars, but it's guarded by an ancient defense system. If you can destroy the dreaded Mars Cars, the treasure is yours. For the Apple II; floppy disk, \$29.95. Datamost (see address above).

The Mask of the Sun, an adventure-type game. You are an archaeologist and treasure-hunter seeking the fabulous Mask of the Sun, a gold artifact. But there's this curse. For the Apple II; floppy disk, \$39.95. Ultrasoft Inc., 24001 Southeast 103rd St., Issaquah, WA 98027.

Mission Impossible, a graphics adventure game. You must save the world from nuclear disaster by deactivating the world's first automated nuclear reactor. The game has full-color graphics. For the Apple II; floppy disk, \$29.95. Adventure International (see address above).

Oil Rig, a simulation where you try to become a tycoon by buying, selling, and drilling for oil. Manipulate the price of oil with purchases and trades, while ruthlessly acquiring wealth. For the Apple II; floppy disk, \$29.95. Computer Programs Unlimited, 9710 24th Ave. SE, Everett, WA 98204.

The Printographer, a high-resolution printing utility that allows you to dump a picture from the disk to any dot-matrix or daisy-wheel printer. The utility comes configured for most printers. For the Apple II; floppy disk, \$49.95. Southwestern Data Systems, 10761-E Woodside Ave., Santee, CA 92071.

Serpentine, an arcade-type game. You control one serpent in your quest to destroy all the evil serpents. You must outwit, outmaneuver, and eat the evil serpents to win the game. For the Apple II; floppy disk, \$34.95. Broderbund Software, 1938 Fourth St., San Rafael, CA 94901.

Succession, a maze-type

game. Your creature, the Masher, must get all the creatures with numbers on their bodies into the correct order within the specified time limit. Four levels of difficulty. For the Apple II or II Plus; floppy disk, \$29.95. Piccadilly Software Inc., 89 Summit Ave., Summit, NJ 07901.

Test Writer, a program that produces multiple-choice tests of any length from a pool of questions developed by the user. Its automated index card system is useful for almost any subject. For the Apple II Plus; floppy disk, \$35. Persimmon Software, 502 C. Savannah St., Greensboro, NC 27406.

Tic Tac Show, a multiplayer question-and-answer game program. You can enter your own questions and answers to develop a computerassisted instruction game. Several different subjects can be stored on disk. For the Apple II; floppy disk, \$19.95. Computer Advanced Ideas, Suite 341M, 1442 A Walnut St., Berkeley, CA 94709.

The Tool, a business-applications program generator. This package handles all screen editing, field formatting, and entry validation. Includes a database manager and a report generator. Configured for use with BASIC. For the Apple II; floppy disk, \$395. High Technology Software, 2201 Northeast 63rd St., POB 14665, Oklahoma City, OK 73113.

Tunnel Terror, an arcadetype game. You are given three ships, and you must shoot down the center of the tunnel to prevent the enemy from destroying you. This game has 61 levels for up to four players. For the Apple II; floppy disk, \$29.95. Adventure International (see address above.)

The Wreck of the B. S. M. Pandora, a simulation game. You assume the role of a crewman trying to save your ship-

mates, a cargo of dangerous alien creatures, and your ship from a fatal accident. For the Apple II; floppy disk, \$50. Apple Computer Inc., 10260 Bandley Dr., Cupertino, CA 95014.

Atari

Airstrike, an arcade-type game. Fight your way through the alien cavern as you shoot or dodge missiles and bombs. Destroy the alien fighters as you traverse through the levels of the fortress. For the Atari 400 and 800; cassette, \$39.95. English Software Co., POB 3185, Redondo Beach, CA 90277.

Legionnaire, a real-time simulation game. Control the forces of the Roman Legions as you battle the Gaulish barbarians. The game features high-resolution graphics and sound. For the Atari 400 and 800; cassette, \$35: Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214.

Pirate Adventure, a highresolution adventure-type game. In this game, you attempt to go from your London flat to Treasure Island as you search for the long-lost treasure of Long John Silver. For the Atari 400 and 800; floppy disk, \$39.95. Adventure International, POB 3435, Longwood, FL 32750.

Preppie, an arcade-type game. You must retrieve golf balls from the world's toughest golf course, the Nasty Nine, or cease to be a preppie. For the Atari 400 and 800; floppy disk, \$29.95. Adventure International (see address above).

Sentinel, an arcade-type game. Your mission is to destroy the enemy's missile silos while protecting your cities from the incoming missiles. You must also destroy the strategic bombers and alien intruders. For the Atari 400 and 800; floppy disk, \$29.95. Med Systems

Software, POB 3558, Chapel Hill, NC 27514.

Soccer, an arcade-type game. This game uses high-resolution graphics to produce a real-time simulation of the game of soccer. Two, three, or four players can control opposing teams. For the Atari 400 and 800; floppy disk, \$29.95. Gamma Software, POB 25625, Los Angeles, CA 90025.

Text Editor, a line-oriented text editor. This simplified editor can be used as a word processor or as an editor for BASIC programs. Character line length is limited to 128 characters. For the Atari 400 and 800; floppy disk, \$25. Softcenter Industries, 26 Country Ridge Rd., Pomona, CA 91766.

Atari VCS

Barnstorming, an arcadetype game. Pilot your biplane through barns, over windmills, and around flocks of geese. The object is to get the quickest time for flying over the course. For the Atari VCS (video computer system); cartridge, \$31.95. Activision, Drawer 7286, Mountain View, CA 94042.

Berzerk, an arcade-type game. You are trapped in a series of electric mazes. If you touch the walls, you will be destroyed. To get out, you must dodge or shoot the robot guards. For one player. For the Atari VCS; cartridge, \$31.95. Atari Inc., 1196 Borregas Ave., POB 427, Sunnyvale, CA 94086.

Chopper Command, an arcade-type game. You control a chopper that's guarding a convoy of trucks delivering medical supplies. You must destroy the attacking enemy aircraft with your missiles. For the Atari VCS; cartridge, \$31.95. Activision (see address above).

Defender, an arcade-type

game. You must defend the Earth from attack by alien ships. Destroy the bombers, swarmers, landers, and mutants. For the Atari VCS; cartridge, \$37.95. Atari Inc. (see address above).

Dragster, an arcade-type game. Race your dragster against another car and the clock. Your joystick becomes the clutch, gearshift, and gas pedal. For the Atari VCS; cartridge, \$22.95. Activision (see above address).

Frogger, an arcade-type game. The object is to get your frog across the road, over the river, and home. For the Atari VCS; floppy disk, \$30. Parker Brothers, POB 1012, Beverly, MA 01915.

Grand Prix, an arcade-type game. Control a Grand Prix race car and maneuver your vehicle around the course. The game features high-resolution graphics and sound. For one player. For the Atari VCS; cartridge, \$31.95. Activision (see address above).

Ice Hockey, an arcade-type game. You control your forward player to shoot the puck into the opposition's goal or defend your own goal. Game has automatic scorekeeping and timing. For one or two players. For the Atari VCS; cartridge, \$31.95. Activision (see address above).

Kaboom, an arcade-type game. The mad bomber is dropping bombs from a high wall. You must catch the bombs in buckets of water. For one player. For the Atari VCS; cartridge, \$22.95. Activision (see address above).

Laser Blast, an arcade-type game. You must destroy the invading aliens by blasting them with your laser. The longer you play, the more difficult the game becomes. For one player. For the Atari VCS; cartridge, \$22.95. Activision (see address above).

Megamania, an arcade-type game. You must shoot down

the alien objects, which include celestial dice, spinning bow ties, flying widgets, and hostile hamburgers. For one player. For the Atari VCS; cartridge, \$31.95. Activision (see address above).

Pitfall, an arcade-type game. Hidden in the jungle are several treasures. You must swing through trees, jump over bottomless pits, and journey through underground passages. For one player. For the Atari VCS; cartridge, \$31.95. Activision (see address above).

Skiing, an arcade-type game. Step onto the slopes for a skiing experience that ranges all the way from the beginner's slope to an Olympic downhill run. Beat your best time. For one player. For the Atari VCS; cartridge, \$22.95. Activision (see address above).

Starmaster, an arcade-type game. You are in the cockpit of a starfighter. Your mission is to defend your starbase from attacks and to search out and destroy the enemy's fighters. For one player. For the Atari VCS; cartridge, \$31.95. Activision (see address above).

Star Wars: The Empire Strikes Back, an arcade-type game. Based on the popular film, this game pits the Rebel Snowspeeders, controlled by the player, against the Imperial Walkers on the ice planet Hoth. For one or two players. For the Atari VCS and the Sears Video Arcade; cartridge, \$30. Parker Brothers (see address above).

Tennis, a graphics simulation game. You can rush the net, play the baseline, or roam the court in this version of tennis. The game provides automatic scorekeeping. For one or two players. For the Atari VCS; cartridge, \$22.95. Activision (see address above).

Volleyball, an arcade-type game. This simulation of volleyball follows standard

rules. The game uses setups and spiking. For one or two players. For the Atari VCS; cartridge, \$26.95. Atari Inc. (see address above).

CP/M

CP+, a user-friendly program that replaces CP/M commands with English-language "menus," messages; and directions. It provides you with a software print spooler, help option, and other functions. For CP/Mbased systems; floppy disk, \$150. Taurus Software, Suite 815, 870 Market St., San Francisco, CA 94102.

Compare for CP/M-80, a utility program that locates and documents the differences between two text files. The files may be text or source-code files for programs in assembler, BASIC, PL/I, or other languages. For CP/M-based systems; floppy disk, \$105. Solution Technology Inc., Suite 218, 1499 West Palmetto Park Rd., Boca Raton, FL 33432.

MAG/base3, a database applications-development system. You can design a database to your own specifications for any application. This system includes password protection and entry and edit functions. For CP/M-based systems; floppy disk, \$795. Micro Applications Group, Suite 205, 20201 Sherman Way, Canoga Park, CA 91306.

Micro-WYL, a line-oriented text editor. This program performs all the standard textediting functions, including moving and copy text within a document, global search and replace, and copying external files. For CP/M-based systems; floppy disk, \$25. Realworld Software Inc., Suite 103, 913 South Fourth St., DeKalb, IL 60115.

PROMUtil, a utility for programming, reading, verifying, and editing EPROMs (erasable programmable read-only memories). Designed for use

with the SD Systems' PROM 100 S-100 programmer board, the program can work with 2708, 2716 and 2732 EPROMs. For CP/M-based systems; floppy disk, \$70. Concise Datacom Systems Inc., 1503 Pear Tree Lane, Bensalem, PA 19020.

UAPLink, a telecomputing file-transfer program. Designed specifically for Digital Equipment Corporation's VT18X computer, this program features data compression, file protection, and global transfer commands. For VT18X computers running CP/M; floppy disk, \$250. Unique Automation Products, Suite L, 17922 Sky Park Circle, Irvine, CA 92714.

Heath

Exterminator, an arcadetype game. As the Exterminator, your job is to wipe out the anthropod eggs before they hatch into deadly carnivorous creatures. For one player. For the H89, Z-90, and H8/H19; floppy disk, \$19.50. Evryware, POB 60802, Sunnyvale, CA 94088.

Kev-Wiz, a multikeyword database-management program. This program operates as a file of "index cards" and will search a file for a particular keyword. Save up to 300 entries of 60 lines each. For the H89; floppy disk, \$19.95. Interactive Micro Systems, POB 21007, Columbus, OH 43221.

IBM Personal Computer

Friendlyware PC Introductory Set, a set of programs for novices. Includes games, utilities, and business applications. The user's manual explains the workings of the computer. For the IBM Personal Computer; floppy disk, \$49.95. Friendlysoft Inc., 213 Pebblebrook, Arlington, TX

Highcalc, a highway design and construction utility package. It calculates the cut and

fill amounts required for highway construction. For use by contractors and engineers. For the IBM Personal Computer; floppy disk, \$195. Softov Consultants, Suite R102, 360 Bloor St. E, Toronto, Ontario, M4W 3M3, Canada.

Pairstat, a statistics program used to evaluate and present paired data. Statistical results can include R square, standard deviation, beta, plot of residuals, and mean. For the IBM Personal Computer; floppy disk, \$150. Davell Custom Software, POB 4162, Cleveland, TN 37311.

Supercref, a BASIC language cross-referencing program. This program will display a list of all variables or commands used in a program and the line-number references. It can output information to printer or disk. For the IBM Personal Computer; floppy disk, \$25. The Write Ring, 5050 Garford #160, Long Beach, CA 90815.

Intellivision

Las Vegas Poker & Blackjack, a set of graphics simulation games. You can play four different card games: five or seven card stud, draw poker, or blackjack. The program keeps track of all bets and winnings. For one player. For the Intellivision Master Component; cartridge, \$29.97. Mattel Electronics, 5150 Rosecrans Ave., Hawthorne, CA 90250.

Space Spartans, an arcadetype game featuring voice output. The game pits you against an invading alien fleet. You must protect your starbases from attack. The game requires the Intellivoice voice-synthesis module. For the Intellivision Master Component; cartridge, \$45. Mattel Electronics (see address above)

Star Strike, an arcade-type game. You must defend the Earth from attack by an alien

space station. Shoot the alien fighters and bomb the targets to win the game. For one player. For the Intellivision Master Component; cartridge, \$34.97. Mattel Electronics (see address above).

TRS-80

Crush, Crumble, and Chomp, a simulation-type game (see description under Apple). For the TRS-80 Models I and III; floppy disk, \$29.95. Epyx/Automated Simulations, POB 4247, Mountain View, CA 94040.

Dunzin, an adventure, fantasy role-playing game. You start the game as a novice warrior. Your quest is to enter the dungeon and obtain various treasures. For one player. For the TRS-80 Models I and III; floppy disk, \$29.95. Med Systems Software, POB 3558, Chapel Hill, NC 27514.

Halls of Time, an arcade-type game. Your ship is trapped in a giant maze. There is only one exit, and you must find it before you run out of energy. The game features three-dimensional graphics. For the TRS-80 Model III; floppy disk and cassette, \$27.95 and \$23.95, respectively. Mops Computer Systems Inc., POB 26416, Austin, TX 78755.

The Institute, an adventure-type game. The game scenario has you trapped in a mysterious asylum. You are apparently sane, but your fellow inmates are not. You must try to escape by solving various problems. For the TRS-80 Models I and III; floppy disk, \$19.95. Med Systems Software (see address above).

Laser Defense, an arcadetype game. You are in control of the United States' strategic laser defense satellites. You must intercept the incoming missiles with the laser beams. For one player. For the TRS-80 Models I and III; floppy disk, \$18.95. Med Systems Software (see address above).

Sea Dragon, an arcade-type game. You are the commander of a nuclear submarine. Your mission is to destroy an undersea nuclear reactor. But watch out for the depth charges, mines, and other dangers. For the TRS-80 Models I and III; floppy disk, \$24.95. Adventure International, POB 3435, Longwood, FL 32750.

Star Trap, an arcade-type game. The object of this game is to destroy all the bouncing stars in the time allotted. Stars are captured by opening the grid beneath them. For one or two players. For the TRS-80 Models I and III; floppy disk, \$17.95. Med Systems Software (see address above).

Subterranean Encounter, a graphics adventure-type game. You must solve both strategic and word puzzles. There are alligators in the moat, a sorcerer, and a knight. For one player. For the TRS-80 Models I and III; floppy disk, \$29.95. Toucan Software, 4024 Canonero Court, Fair Oaks, CA 95628.

ZX81

Artist, a graphics development program. You can create your own graphics using the 30 commands in this program. Draw, erase, move, copy, and save your graphics. You can also define commands. For the Timex Sinclair 1000 and ZX81 (16K RAM); cassette, \$10. Ksoft, 845 Wellner Rd., Naperville, IL 60540.

Krakit, an adventure and treasure hunt game. The game gives you 12 clues. If you discover the answer to all the clues, you'll learn how to claim the \$20,000 in prize money from the publishers. For the Timex Sinclair 1000 and ZX81; cassette, \$19.95. International Publishing & Software, POB 1654, Buffalo, NY 14216.

Meteorites, an arcade-type game. Your ships must shoot the meteorites or be destroyed. You have the full mobility of your ship and can fire in any direction. For one player. For the Timex Sinclair 1000 and ZX81; cassette, \$14.95. Softsync Inc., POB 480, Murray Hill Station, New York, NY 10156.

Red Alert, an arcade-type game. You must attack the alien fuel dumps that are located in a mountainous region and protected by enemy fighters. For one player. For the Timex Sinclair 1000 and ZX81; cassette, \$14.95. Softsync Inc. (see address above). ■

This is a list of software packages that have been received by BYTE Publications during the past month. The list is correct to the best of our knowledge, but it is not meant to be a full description of the product or the forms in which the product is available. In particular, some packages may be sold for several machines or in both cassette and floppy-disk format; the product listed here is the version received by BYTE Publications.

This is an all-inclusive list that makes no comment on the quality or usefulness of the software listed. We regret that we cannot review every software package we receive. Instead, this list is meant to be a monthly acknowledgment of these packages and the companies that sent them. All software received is considered to be on loan to BYTE and is returned to the manufacturer after a set period of time. Companies sending software packages should be sure to include the list price of the packages and (where appropriate) the alternate forms in which they are available.



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Books Received

Apple Pascal: A Programming Guide, Allen B. Tucker, Ir. New York: Holt, Rinehart & Winston, 1982; 247 pages, 18.5 by 23.2 cm, softcover, ISBN 0-03-059547-9, \$17.95.

Apple Pascal Games, Douglas Hergert and Joseph T. Kalash. Berkeley, CA: Sybex, 1981; 371 pages, 17.2 by 22.3 cm, softcover, ISBN 0-89588-074-1, \$14.95.

Applying Computers in Social Service and Mental Health Agencies, Simon Slavin, ed. New York: The Haworth Press, 1982; 195 pages, 16.4 by 23.4 cm, hardcover, ISBN 0-86656-102-1,

BASIC for Business, Douglas Hergert. Berkeley, CA: Sybex, 1982; 223 pages, 17.5 by 22.6 cm, softcover, ISBN 0-89588-080-6, \$12.95.

BASIC for Business, For the TRS-80 Model II & III, Alan J. Parker. Reston, VA: Reston

Publishing, 1982; 277 pages, 17.4 by 23.3 cm, softcover, ISBN 0-8359-0352-4, \$14.95.

COBOL, George Jackson. Blue Ridge Summit, PA: Tab Books, 1982; 290 pages, 12.6 by 20.7 cm, softcover, ISBN 0-8306-1398-6, \$9.95.

Comparative Studies in Software Acquisition, Steven Glaseman. Lexington. MA: Lexington Books, 1982; 131 pages, 16.4 by 23.3 cm, hardcover, ISBN 0-669-05422-4, \$18.95.

Computer Architecture and Organization, Theodore H. Meyer. Beaverton. OR: Dilithium Press, 1982; 333 pages, 13.8 by 21.8 cm, softcover, ISBN 0-918389-55-X, \$16.95.

Computers and Man, 3rd edition, Richard C. Doft. San Francisco, CA: Boyd Fraser Publishing, 1982; 500 pages, 16.4 by 23.4 cm, softcover, ISBN 0-87835-121-3, \$16.95.

Data Communications for Microcomputers, Elizabeth A. Nichols, Joseph C. Nichols, and Keith R. Musson. New York: McGraw-Hill, 1982: 264 pages, 15 by 22.5 cm, softcover, ISBN 0-07-04680-4, \$16.95.

80 Practical Time-Saving Programs for the TRS-80, Charles I. Carroll, Blue Ridge Summit, PA: Tab Books, 1982; 252 pages, 12.6 by 20.7 cm, softcover, ISBN 0-8306-1293-9, \$9.95.

FORTRAN Programs for Scientists and Engineers, Alan R. Miller. Berkeley, CA: Sybex, 1982; 320 pages, 17.4 by 23.2 cm, softcover, ISBN 0-89588-082-2, \$15.95.

Fundamentals of Interactive Computer Graphics, J. D. Foley and A. Van Dam. Reading, MA: Addison-Wesley, 1982; 664 pages, 16.5 by 24 cm, hardcover, ISBN 0-201-14468-9, \$34.95.

The Guide to DP Training Courses: Descriptions of Over 300 Programs Workshops, Roger Sullivan, ed. Amherst, MA: Human Resource Development Press (22 Amherst Rd.), 1982; 358 pages, 29 by 26 cm, spiral binder, ISBN 0-914234-61-7, \$95.

The HP-IL System: An Introductory Guide to the Hewlett-Packard Interface Loop. Gerry Kane, Steve Harper, and David Ushijima. Berkeley, CA: Osborne/Mc-Graw-Hill, 1982; 106 pages, 18.5 by 23.3 cm, softcover, ISBN 0-931988-77-2, \$16.99.

Illustrated Computer Science Dictionary for Young People, Donald D. Spencer. Ormand Beach, FL: Camelot Publishing, 1982; 128 pages, 15.2 by 22.7 cm, softcover, ISBN 0-89218-053-6, \$8.95.

Implementing BASICs, How BASICs Work, William Payne and Patricia Payne. Reston, VA: Reston Publishing, 1982; 210 pages, 16.4 by 23.4 cm, hardcover, ISBN 0-8359-3045-9, \$21.

An Introduction to Process Control and Digital Minicomputers, Peter L. Ginn. Houston, TX: Gulf Publishing Co., 1982; 291 pages, 16.4 by 23.4 cm, hardcover, ISBN 0-87201-180-1, \$26.95.

Literary Machines, Ted Nelson. Swarthmore, PA: Theodore Holm Nelson Publisher, 1982; 125 pages, 21.6 by 22.8 cm, softocver, ISBNnone, \$15.

Microprocessor Operating Systems, volume 1, John Zarrella, ed. Suisun City, CA: Microcomputer Applications (POB E), 1981; 155 pages, 14.9 by 22.7 cm, softcover, ISBN 0-935230-03-3, \$12.95

Microcomputer Systems, Ivan Flores and Christopher Terry. New York: Van Nostrand Reinhold, 1982; 288 pages, 15.6 by 23.5 cm, hardcover, ISBN 0-442-26141-1, \$22.50.

A Micro-PROLOG Primer, 2nd edition, K. L. Clark, J. R. Ennals, and F. G. McCabe. London, England: Logic Programming Associates Ltd., (36 Gorst Rd.) 1982; 130 pages, 14.7 by 20.8 cm, softcover, ISBN-none. \$17.

Modeling and Simulation on Microcomputers, Lance A. Leventhal, ed. La Jolla, CA: Simulation Councils Inc. (POB 2228), 1982; 120 pages, 21.6 by 27.9 cm, softcover, ISBN-none, \$20.

101 Microprocessor Software and Hardware Projects, Frank P. Tedeschi and Gary Kueck. Blue Ridge Summit, PA: Tab Books, 1982; 294 pages, 12.6 by 20.7 cm, softcover, ISBN 0-8306-1333-1. \$8.95.

119 Practical Programs for the TRS-80 Pocket Computer, John Clark Craig. Blue Ridge Summit, PA: Tab Books, 1982; 298 pages, 12.6 by 20.7 cm, softcover, ISBN 0-8306-1350-1, \$9.95.

Pascal Implementation, Compiler and Assembler/Interpreter, S. Pemberton and M. C. Daniels. New York:

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NEC

Halsted Press, 1982; 82 pages, 16.4 by 23.4 cm, hardcover, ISBN 0-470-27325-9, \$64.95

Pascal Implementation, The P4 Compiler, S. Pemberton and M. C. Daniels. New York: Halsted Press, 1982; 172 pages, 16.4 by 23.4 cm, hardcover, ISBN 0-470-27325-9, \$64.95.

Pascal Programming Structures for Motorola Microprocessors, George W. Cherry. Reston, VA: Reston Publishing, 1982; 359 pages, 17.4 by 23.2 cm, softcover, ISBN 0-8359-5471-4, \$15.95.

PL/I Programming Problems and Applications, David T. Barnard and Robert G. Crawford. Reston, VA: Reston Publishing, 1982; 216 pages, 17.4 by 23.2 cm, softcover. ISBN 0-8359-5554-0. \$10.95.

A Practical Guide to Word Processing and Office Management Systems. Merrimack, NH: Digital Equipment Corp., 1982; 117 pages, 13.6 by 21.4 cm, softcover, ISBNnone, \$5.

Problem Solving and Comprehension, 3rd edition. Arthur Whimbey and Jack Lockhead. Philadelphia, PA: The Franklin Institute Press, 1982; 343 pages, 15.2 by 22.6 cm, softcover, ISBN 0-89168-048-9, \$10.95.

Problem Solving and Structured Programming in WAT-FIV. Frank L. Friedman and Elliot B. Koffman. Reading, MA: Addison-Wesley, 1982; 527 pages, 16.4 by 23.4 cm, softcover, ISBN 0-201-10482-2, \$16.95.

Software Reflected, Robert

L. Baber. New York: Elsevier Science Publishing Co., 1982: 210 pages, 16.4 by 23.4 cm, hardcover, ISBN 0-444-86372-9, \$29.95.

Teletext and Videotex in the United States, J. Tydeman, H. Lipinski, R. Adler, M. Nyhan, and L. Zwimpfer. New York: McGraw-Hill, 1982; 314 pages, 19.5 by 24.1 cm, softcover, ISBN 0-07-000427-7,

The Third Book of Ohio Scientific, S. Roberts. Pomona, CA: Elcomp Publishing (POB 1194), 1982; 127 pages, 13.6 by 20.8 cm, softcover, ISBN 3-921682-77-0, \$7.95.

TRS-80 Data Communications Systems, Frank J. Derfler Jr. Englewood Cliffs, NJ: Prentice-Hall, 1982; 159 pages, 17.4 by 23.2 cm, softcover, ISBN 0-13-931220-X, \$12.95.

UCSD Pascal: A Beginner's Guide to Programming Microcomputers, J. N. P. Hume and R. C. Holt. Reston, VA: Reston Publishing, 1982; 346 pages, 17.4 by 23.2 cm, softcover, ISBN 0-8359-7913-X, \$12.95.

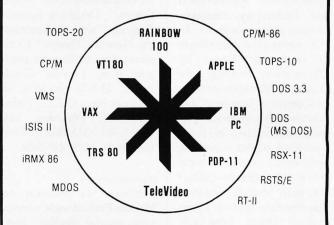
User-Designed Computing, Louis Schlueter Jr. Lexington, MA: Lexington Books, 1982; 145 pages, 16.4 by 23.3 cm, hardcover, ISBN 0-669-05377-5, \$17.95.

Your Atari Computer: A Guide to Atari 400/800 Personal Computers, Lon Poole, Martin McNiff, and Steven Cook. Berkeley, CA: Osborne/McGraw-Hill, 1982; 458 pages, 16.4 by 23.4 cm, softcover, ISBN 0-931988-65-9, \$16.95. ■

This is a list of books received at BYTE Publications during this past month. Although the list is not meant to be exhaustive, its purpose is to acquaint BYTE readers with recently published titles in computer science and related fields. We regret that we cannot review or comment on all the books we receive; instead, this list is meant to be a monthly acknowledgment of these books and the publishers who sent them.

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December

Information Management and Technology Seminars, various sites throughout the U.S. Among the wide variety of seminars offered by Datamation Institute are "Financial Management's Use of Computer Graphics" and "Database Management Systems." Registration fees range from \$595 to \$795, depending upon duration and the topic covered. For details, contact Ms. Ioan Merrick. Datamation Institute Seminar Coordination Office, Suite 415, 850 Boylston St., Chestnut Hill, MA 02167, (617) 738-5020. For information on in-house presentations, contact Art Gutmann, Datamation Institute for Information Management and Technology, Seminar Coordination Office, Suite 803, 331 Madison Ave., New York, NY 10017, (212) 697-2361.

December-January 1983

Intensive Seminars for Professional Development, Worcester Polytechnic Institute campus and various sites in the New York City and Boston metropolitan areas. Some of the topics to be presented are "Project Management," "Leadership Skills and Management Tools for High-Technology Professionals," and "Management Skills for First-Line Supervisors." Fees range from \$495 to \$990. Complete details are available from Ms. Ginny Bazarian, Office of Continuing Education, Higgins House, Worcester Polytechnic Institute, Worcester, MA 01609, (617) 793-5517. For information on in-house seminars, call Robert J. Hall at (617) 793-5574.

December-January 1983

Courses from O.E.D. Information Sciences, various sites throughout the U.S. Among the courses offered are "Screen Design," "Designing Systems Controls," and "Teleprocessing Network Design." Complete course outlines are available from Priscilla Goudreault. O.E.D. Information Sciences Inc., Q.E.D. Plaza, POB 181, Wellesley, MA 02181, (800) 343-4848; in Massachusetts. (617) 237-5656.

December-February 1983

Seminars of Interest to Women Professionals, various sites around Boston, MA. This series of one- and twoday seminars is presented by Boston University Metropolitan College. Among the topics on the agenda are 'Managing Word Processing to Increase Productivity and Profitability," "Advanced Management for Women: Beyond the Basics," and "Data Processing Fundamentals for Accounting and Financial Managers." The seminar fees are \$325 and \$495, depending on duration. For registration information, contact Ms. Joan Merrick, University Seminar Center, Suite 415, 850 Boylston St., Chestnut Hill, MA 02167, (617) 738-5020.

December-March 1983

Courses for Developers and Users of Computer Systems, various sites throughout the U. S. Among the courses offered by the AMA (American Management Associations) are "Fundamentals of Data Processing for the Nondata Processing Executive," "BASIC: A Computer Language for Managers," and "Database Concepts and Designs." For complete registration and course information, contact the AMA, 135 West 50th St., New York, NY 10020, (212) 586-8100.

December 9-11

The 1982 California Educational Exposition, Anaheim Convention Center, Anaheim, CA. This exposition's theme is "Public Education: Our Purpose—Our Future." Exhibits and an all-day computer-literacy workshop highlight this event. Address inquiries to Alice Lytle, California School Boards Association, 916 23rd St., Sacramento, CA 95816, (916) 443-4691.

December 9-12

Southeast Computer Show and Office Equipment Exposition, Civic Center, Atlanta, GA. For details, contact Computer Expositions Inc., POB 3315, Annapolis, MD 21403, (800) 368-2066; in Maryland, (301) 263-8044.

December 10

The 1982 Computer Networking Symposium, Gaithersburg, MD. "Planning for the Near Term: The Next Three Years" is the theme for this symposium, which is sponsored by the IEEE Computer Society Technical Committee on Computer Communication and the Institute for Computer Sciences and Technology of the National Bureau of Standards. Papers related to the design, selection, and implementation of network systems within the next three years will be delivered. Areas of particular interest include long-haul networks, localarea networks, and satellite systems. Full details are available from Computer Networking Symposium, IEEE Computer Society, POB 639, Silver Spring, MD 20901, (301) 589-3386.

December 12-17

Small Computers in Biomedical Research. Woods Hole, MA. This course is sponsored by the Marine Biological Laboratory. It emphasizes hands-on exercises using several fully equipped microprocessor systems. The concentration is on basic machine operation and assembly language. Other topics include number systems, machine logic and architecture, operating systems, and flowcharting and interrupts. Contact the Marine Biological Laboratory, Woods Hole, MA 02543, (617) 548-3705.

December 13-15

Microcomputers in Education, Boulder, CO. This workshop is designed for educators at all levels. Topics to be covered include BASIC and Graphics, Logo, administrative uses of microcomputers, and microcomputers as laboratory instruments. Hands-on experience with a variety of computers will be provided. Information is available from Ms. Sharon Woodruff, Technical Education Research Centers, 8 Eliot St., Cambridge, MA 02138, (617) 547-3890.

December 13-15

Office Automation for Management Productivity, Shoreham Hotel, Washington, DC. Conference sections will focus on better methods to evaluate productivity, to select equipment or procedures, to integrate equipment or procedures into an organization, and to get people to work effectively in a changing environment. For further details, contact the Information Exchange, Suite 334, 4500 South Four Mile Run Dr., Arlington, VA 22204, (703) 820-5720.

December 13-16

Database: A Builder's Guide, San Francisco, CA. This seminar, led by Robert Holland, focuses on identifying subject databases and defining data architecture. For complete information, contact the Technology Transfer Institute, 741 10th St., Santa Monica, CA 90402, (213) 394-8305.

December 13-16

F8 & F3870 Microcomputer Systems, Santa Clara, CA. This is one of several courses offered by the Microprocessor Division of Fairchild Camera and Instrument Corporation. For more information, contact Fairchild Camera and Instrument Corp., Education Center, 3420 Central Expressway, Santa Clara, CA 95051, (408) 773-2161.

December 13-17

C Programming Workshop, Boston, MA. This workshop is designed for programmers or engineers able to program in another language. Areas to be explored include C operands and operators, C preprocessors, pointers and arrays, and structures and unions. The fee is \$1000. A full course outline is available from Joan Hall, Plum Hall Inc., RD 2 Box 235P, Pleasantville, NJ 08232, (609) 927-3770.

December 13-17

Digital Continuous-System Simulation, University of Maryland University College, College Park, MD. The fee for this course is \$975. For details, contact Marc Rosenberg, UCLA Extension, Continuing Education in Engineering and Mathematics, 6266 Boelter Hall, Los Angeles, CA 90024, (213) 825-1047.

December 14-15

Plenary Technology, Palo Alto, CA. Details are available from the Yankee Group, POB 43, Harvard Square, Cambridge, MA 02138, (617) 542-0100.

December 14-15

World Update '83, New York, NY. This industry briefing is designed for key management personnel. The focus is on what happened in the communications industry this year and what will happen in the future. Contact the DMW Group Inc., Publishing & Seminar Division, 2020 Hogback Rd., Ann Arbor, MI 48104, (800) 521-7802; in Michigan, (313) 971-5234.

December 14-16

A Business Approach to Systems Controls, Chicago, IL. The fee for this seminar is \$600. Contact the Registrar, Arthur Andersen & Co., Center for Professional Education, 1405 North Fifth Ave., St. Charles, IL 60174, (800) 323-0815; in Illinois, (800) 942-0851.

December 14-17

Systems Project Management, Chicago, IL. The fee for this seminar is \$900. For full details, contact the Registrar, Arthur Andersen & Co., Center for Professional Education, 1405 North Fifth Ave., St. Charles, IL 60174, (800) 323-0815; in Illinois, (800) 942-0851.

December 15-16

Local Area Networks: Architecture, Technology, and Products, Marriott Inn North, Dallas, TX. Topics to be covered at this workshop include network concepts and architectures, local-network characterization, internetworking, and standards. The registration fee is \$570. Contact Technology Concepts

Inc., 730 Boston Post Rd., Sudbury, MA 01776, (617) 443-4637.

December 20-21

Using Microcomputers in the Business Environment, Chicago, IL. This course is designed for managers and executives with little or no experience in microcomputing, but who want to understand its potential in the business environment. The course offers hands-on experience by providing one microcomputer for every two participants. The tuition is \$500. Contact the Registrar, Arthur Andersen & Co., Center for Professional Education, 1405 North Fifth Ave., St. Charles, IL 60174, (800) 323-0815; in Illinois, (800) 942-0851.

December 28-29

Using Microcomputers in the Business Environment, Washington, DC. For details, see December 20-21.

January 1983

January 5-7

The Sixteenth Hawaii International Conference on System Sciences, Honolulu, HI. This conference will focus on recent developments in the theory and practice of computer software, hardware, and advanced computer systems applications as related to information and systems science. Special emphasis will be placed on medical information processing, decision support systems, and office systems and technology. Further information is available from Emily M. Yano Jorgensen, Office of Management Programs, College of Business Administration, University of Hawaii, 2404 Maile Way

C-202, Honolulu, HI 96822, (808) 948-7396.

January 11-12

Local Area Networks: Architecture, Technology, and Products, Sheraton-Tara Hotel, Framingham, MA. See December 15-16 for details.

January 13

Network Optimization and Tariff Impact Strategies, San Francisco, CA. This seminar will provide a concise overview of maximizing network potential and how to plan corporate strategies to minimize the impact of tariff increases. Contact the DMW Group Inc., Publishing and Seminar Division, 2020 Hogback Rd., Ann Arbor, MI 48104, (800) 521-7802; in Michigan, (313) 971-5234.

January 18-19

Local Area Networks: Architecture, Technology, and Products, Berkeley Marina Marriott Inn, Berkeley, CA. See December 15-16 for details.

January 18-20

Microcomputers in Education, Tallahassee, FL. For details, see December 13-15.

January 18-20

Southcon/83, High-Technology Electronics Exhibition and Convention, Georgia World Congress Center, Atlanta, GA. Contact Electronic Conventions Inc., 999 North Sepulveda Blvd., El Segundo, CA 90245, (800) 421-6816; in California, (213) 772-2965.

January 18-21

Defining Software Requirements, Specifications, and Tests, San Diego, CA.

Participants in this short course will learn how to analyze and document enduser requirements, generate software requirements that include test plans, and plan the sequencing of test and integration procedures. The fee is \$845. Further details are available from Ruth Dordick, Integrated Computer Systems. 3304 Pico Blvd., POB 5339, Santa Monica, CA 90405, (213) 450-2060.

January 20-21

The Twelfth Annual National Measurement Science Conference and Exhibition, Hyatt Rickeys Hotel, Palo Alto, CA. This conference is intended for managers, scientists, engineers, and operating personnel. Its theme is "Accuracy and Automation." Seminar sessions will stress practical applications of new equipment and techniques to solve measurement problems. By format and objective, this conference will promote professional and state-of-the-art approaches and emerging technologies in the fields of measurement science. For registration information, contact Bob Weber, Lockheed Missile & Space Corp., Sunnyvale, CA 94046, (408) 742-2957.

January 21-23

CP/M '83, Moscone Center, San Francisco, CA. This international exposition and conference is designed for CP/M manufacturers, software developers, distributors, and users. The exposition will be the largest presentation of CP/M-based hardware and software ever assembled. Seminars and conferences will explore CP/M applications, technical information, development aids, venture-capital programs, and software distribution. Separate end-user conferences will be held. Adam Osborne, Chris Morgan, Tony Gold, Sol Libes,

and Gary Kildall have assisted in organizing this show for Digital Research Inc. Contact National Computer Shows, 824 Boylston St., Chestnut Hill, MA 02167, (800) 343-2222; in Massachusetts, (617) 739-2000.

January 24-25

Computers in Agriculture Conference and Trade Fair. Red Lion Inn, Sacramento, CA. This conference and exposition is designed to address the needs of farmers and ranchers. More than 20 speakers and 60 hardware and software exhibitors will attend. The conference seeks to answer basic questions confronting farmers and ranchers considering the purchase of a computer. For details, write to Kim Schnoor, Western Agricultural Chemicals Association, Suite 209, 6650 Belleau Wood Lane, Sacramento, CA 95831.

January 25-27

The First Annual Automated Office Expo, Moscone Center, San Francisco, CA. This show will feature computer and telecommunications systems, graphics, peripherals, and word-processing systems. This show is sponsored by Infosystems magazine. Contact Automated Office Expo, Suite 400, 222 West Adams St., Chicago, IL 60606, (800) 621-2134; in Illinois, (312) 263-3131.

January 25-28

Designing Real-Time Hardware for Digital Signal and Image Processing, Los Angeles, CA. Participants in this short course will learn how to implement digital filters, fast Fourier transforms, correlation, modulation, and other real-time processes by designing with generalpurpose 16-bit microproces-

sors. Case histories and lectures will be featured. The fee is \$845. Contact Ruth Dordick, Integrated Computer Systems, 3304 Pico Blvd., POB 5339, Santa Monica, CA 90405, (213) 450-2060.

January 31-February 2

Communication Networks '83, the Rivergate, New Orleans, LA. This fifth annual conference and exposition will encompass the voice, data, and telecommunications industry with sessions and demonstrations. The theme is "Communications Cost Control Via High Technology." Topics on the agenda include electronic mail and office communications, local-area networks and internetting, and modems and multiplexers. Optional in-depth skill seminars will be held. These seminars, led by industry leaders, include lectures, class activities, and a workbook. General registration fees are \$395; skill seminars cost \$295. Contact Louise Myerow, Conference Management Group, CW Communications Inc., POB 880, Framingham, MA 01701, (800) 225-4698; in Massachusetts, (617) 879-0700 collect.

February 1983

February 1-4

Advanced Microprocessor Programming and Applications Techniques, Los Angeles, CA. This short course is designed to teach participants how to use realtime operating systems, design customized modules to implement real-time functions, apply 16-bit microprocessor families, and how to structure multiprocessor and multicomputer architectures. The fee is \$845. Contact Ruth Dordick, Integrated Computer Systems, 3304 Pico Blvd., POB 5339, Santa Monica, CA 90405, (213) 450-2060.

February 1-4

Defining Software Requirements, Specifications, and Tests, Washington, DC. For details, see January 18-21.

February 7-9

Microcomputers in Education, Washington, DC. For details, see December 13-15.

February 8-9

Local Area Networks: Architecture, Technology, and Products, Hyatt Regency Hotel, Atlanta, GA. For details, see December 15-16.

February 15-18

Peripheral Array Processors for Signal Processing and Simulation, University of California, Los Angeles. The fee for this course is \$845. Contact Marc Rosenberg at the UCLA Extension, Continuing Education in Engineering and Mathematics, 6266 Boelter Hall, Los Angeles, CA 90024, (213) 825-1047.

February 15-18

Designing Real-Time Hardware for Digital Signal and Image Processing, Washington, DC. For details, see January 25-28.

February 16-18

Talmis, Ambassador West, Chicago, IL. Information is available from Talmis Inc., 115 North Oak Park Ave., Oak Park, IL 60301, (312) 848-4000.

February 16-19

Data and Telecommunications/Japan Exposition '83,

Tokyo Ryutsu Centre, Tokyo, Japan. Contact Cahners Exposition Group, Cahners Plaza, 1350 East Touhy Ave... POB 5060. Des Plaines, IL 60018, (312) 299-9311. In Japan, contact Cahners Exposition Group S.A., Hino Building 3F, 3-4-11 Uchikanda, Chiyoda-ku, Tokyo 101, Japan; tel: 03-254-6041.

February 17-19

Microcomputers in Education, New York, NY. For details, see December 13-15.

February 21-23

Office Automation Conference, Civic Center, Philadelphia, PA, More than 200 exhibitors are expected to participate in this conference. Fifty technical sessions will explore such topics as ad-

vanced office technology, current office technology and systems, and human factors and social issues. Details are available from the American Federation of Information Processing Societies Inc., 1815 North Lynn St., Arlington, VA 22209, (703) 558-3624.

February 22-26

The Eighteenth Annual Bias-Microelettronica '83, Milan, Italy. This international exposition is expected to attract more than 80,000 visitors. Areas of interest include active and passive components, instrumentation and equipment for component manufacturing, laboratory instrumentation, microcomputers, peripherals, and telecommunications systems. For information, contact Ente Italiano

Organizzazione Mostre, Bias-Microelettronica '83, Viale Premuda 2, 20129 Milan, Italy: tel: 796.096; Telex: CONSEL 334022.

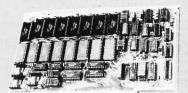
Fehruary 25-27

The Second Annual Computer Expo '83, Tupperware Convention Center, Orlando, FL. This exposition features mini- and microcomputers. The focus is on hardware, software, word processing, graphics, peripherals, supplies, services, and computer furnishings. Seminars will be held. Contact Tom Blayney, POB 1185, Longwood, FL 32750, (305) 339-1731.■

In order to gain optimal coverage of your organization's computer conferences, seminars, workshops, courses, etc, notice should reach our office at least three months in advance of the date of the event. Entries should be sent to: Event Queue, BYTE Publications, POB 372, Hancock NH 03449. Each month we publish the current contents of the queue for the month of the cover date and the two following calendar months. Thus a given event may appear as many as three times in this section if it is sent to us far enough in advance.

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517

BYTE INDEX UPDATE

January 1982 — December 1982

"When did you run that review of the six personal computers from Japan? I think it was in the spring, but I'm not sure of the exact issue."

"In what issue of BYTE did Steve Ciarcia write about interactive-videodisc controllers?"

"When was it that Gregg Williams reviewed the IBM Personal Computer?"

Ours is the age of information. Name any topic and there'll be an article on it *somewhere*. But *somewhere* doesn't help much if you're the one looking for specific information. The real question in the end is "How can I find what I want quickly and easily?"

In this issue of BYTE we present the first annual BYTE Index Update. In December 1981, as a service to our readers, we included a comprehensive, cumulative index covering every issue of the magazine between September 1975 and December 1981, inclusive. Among the information represented is every article and product review that has appeared in the pages of BYTE.

All entries in the index are arranged by subject descriptors, and an article may be listed under several descriptors. Any article for which a correction was published has an asterisk after its title. The correction can be found under the heading "BYTE Corrections." The figure below shows a typical index entry and describes what the different parts mean.

For those who require information beyond what is presented here, Microcomputer Information Services (which prepared the BYTE Index and the 1982 Update) publishes *Microcomputer Index*, which covers 20 microcomputer-oriented magazines and includes abstracts for each entry. For more information on *Microcomputer Index*, you can reach MIS by calling (408) 984-1097.

Index Entry:

(Descriptor Term Title Author)

PROGRAMMING INSTRUCTION Programmable character generator, part 2: software. Weinstein, Larry

art 3:6 Jun78 p14-22 * * * * Graphics/Character Generator

(Kind of Material Volume/Issue Date Pages Other Descriptors)

Key to Abbreviations

art	article	L1 program listing in BASIC
br	book review	L2 program listing in machine language
col	column	L3 program listing in assembly language
hr	hardware review	L4 program listing in FORTRAN
let	letter	L5 program listing in COBOL
sr	software review	L6 program listing in Pascal
*	see BYTE Corrections	L7 program listing in FORTH
***	marker symbol for	L8 program listing in C programming language
	other descriptors	L9 other programming language

1802
Clocked interrupts for the COSMAC Elf. Price, Gary. art L3 /:1 Jand2 p304-322 ***
Clock / Elf / Multi-tasking
Tuning up the 1802: a simple music composition trainer. Makosinski, Art. col L2 7:7 Jul p4004
4004

Microprocessor's tenth birthday. Morgan, Chris. col 7:3 Mar82 pb-10 *** Microprocessor / col 7:3 History 6502

Build an EPROM emulator. Rehnke, Eric. art 7: Feb82 p194-203 *** Hardware Construction / EPROM / Emulator

Versatile low-cost microprocessor controller module. Craig, David. art 7:12 Dec82 p486-498 *** Hardware Construction / Control 6809

6809 machine-code disassembler. Dubner, Joseph. art L3 7:2 Feb82 p340-364 *** Disassembler

Let the MC68701 program itself. Morales/Ruhberg. col L3 7:8 Aug82 p380-394 *** EPROM / Hardware Construction / EPROM Programmer

8051 one-chip microcomputer: a most powerful microcontroller. Boyet/Katz. art 7:12 Dec82 p288-311 *** Control / Microprocessor

8080-based remote appliance controller. Staehlin, David. art L3 7:1 Jan82 p239-292 *** Control / Home / Heath H8 Test your memory using the Barber-Pole algorithm.
Pinnick, H.R.. art L3 7:12 Dec82 p414-444
*** Memory / Test / 8085

Pinnick, H.R. art L3 7:12 Dec82 p414-444
*** Memory / Test / 8080

Upward migration, part 1: translators (CP/M-86 translators). Taylor/Lemmons. art L3 7:6 Jun82 p321-344 *** Translators / CP/M / CP/M-86

88
Build the Circuit Cellar MPX-16 computer system,
part 1. Ciarcia, Steve. col 7:11 Nov82
p78-114 *** Hardware Construction /
Microcomputer System
Build the Circuit Cellar MPX-16 computer system,
part 2. Ciarcia, Steve. col 7:12 Dec82
p42-78 *** Hardware Construction /
Microcomputer System
To converter

A/D CONVERTER

Of Converter
Apple variable errors / Strain-Gage data
collection. Ciarcia, Steve. col 7:4 Apr82
p431 *** Apple II / BASIC
Inexpensive transducers for the TRS-80, part II
(real-world monitoring). Barden, William. art
7:11 Nov82 p416-444 *** Interface / TRS-80
Model I J / TRS-80 Color
Model III A to U revisited. Barden, William.
art LI 7:9 Sep82 p398-418 ***
Analog/Digital Circuit / Hardware Construction
/ TRS-80 Model III
-85

Autocontrol's AC-85: a CP/M system on one board.
Benedict, JoAnne. hr 7:12 Dec82 p250-256
*** Hardware Review / Microcomputer System /
CP/M

Microcomputers in cultural anthropology: APL programs for qualitative.... Werner, Oswald. art L9 7:7 Jul82 p250-280 *** Social Science / Research / Anthropology

Input/output primer, part 5: character codes. Leibson, Steve. art 7:6 Jun82 p242-258 *** Input/Output / Baudot Code

Supercalc, spelling programs, BASIC compilers, and home-grown accounting Pournelle, Jerry. col 7:5 May82 p22b-243 *** Spelling / Compiler

Ada, MINCE, CP/M utilities, overpriced documentation and Analiza II. Pournelle, Jerry. col 7:7 Jul82 p290-310 *** W Processing / Documentation / CP/M AGRICULTURE

COULINE Computer-controlled irrigation / ZX81 home control / Current overloads. Ciarcia, Steve. col 7:7 Jul82 p420 *** Ask BYTE / Control / TRS-80 Color

/ TRS-80 Color
Cows and catalogs / TV jitter bugs / Downloading
to CP/M / Speedometer. Ciarcia, Steve. col
7:5 May82 p398-400 *** Ask BYTE / TRS-80
Color / CP/M
ANALOG/DIGITAL CIRCUIT

Analog interfacing in the real world. Ciarcia, Steve. col 7:1 Jan82 p72-98 *** Hardware Construction / Digital/Analog Circuit / Interface

Interface
Build a joystick A-to-D converter for the TRS-80
Model I or III. Barden, william. art Ll 7:1
Jan82 plo0-184 *** Joystick TRS-80 Model
I / TRS-80 Model III
Model III A to D revisited. Barden, William.
art Ll 7:9 Sep82 p398-418 *** Hardware
Construction / TRS-80 Model III / A/D Converter
MATION

ANIMATION

MMIION
Computer animation with color registers: fast
animation in BASIC (Atari) Fox/Waite. au
Ll 7:11 Nov82 ply4-214 *** Programming
Instruction / BASIC / Atari

ANIMATION (CONTINUED)
Graphics Magician: easy animation for the Apple II. Callamaras, Peter. sr 7:11 Nov82 p138-144 *** Software Review / Apple II / Utility Program
Tronic imagery. Sorensen, Peter. art 7:11 Nov82 p48-74 *** Motion Pictures / High Pecalution Graphics

Resolution Graphics

Microcomputers in cultural anthropology: APL programs for qualitative... Werner, Oswald. art L9 7:7 Jul82 p250-280 *** Social Science / Research / APL

APPLE DOS
Converting Apple DOS and Pascal text files. Matthews, John. art L6 7:4 Apr82
*** Conversions / Apple II / Pascal
APPLE II

Matthews, John. art L6 7:4 Apr82 p447-463
*** Conversions / Apple II / Pascal

PLE II
Accidental reset protection for the Apple II.
DeWilde, Greg. col 7:1 Jan82 p234-238 ***
Hardware Modification
Adaptive-firmware card for the Apple II
(alternative input techniques). Schwejda/et
al. art 7:9 Sep82 p276-314 ***
Handicapped / Input/Output / Hardware Construction
Add a peripheral interface adapter to your Apple
II. Ciszewski, Kenneth. col L3 7:1 Jan82
p324-330 *** Interface / Hardware
Construction / Parallel Input/Output
Apple talks with the deaf. Rhodes, Ned. art L3
7:1 Jan82 p366-386 *** Handicapped / Interface / Telecommunications
Apple variable errors / Strain-Gage data
collection. Ciarcia, Steve. col 7:4 Apr82
p431 *** BASIC / A/D Converter
Converting Apple DOS of Pascal
Give your Apple a voice (Radio Shack Speech
Synthesizer). Blankenship, John. art L1 7:5
May82 p446-456 *** Voice Synthesis
Interface / Hardware Construction
Interpretive language used to program the CPR
system. Laumer, Mike. art L9 7:6 Jun82
p126-130 *** Languages / Videodisc
Logo music. Bamberger, Jeanne. art 7:8 Aug82
p325-328 *** Logo / Music
Personal computer as an interface to a
corporate...information system. McBurney,
N.R. art L6 7:10 Oct82 p315-358 ***
Terminal / Pascal / Management
Stock market / Basic questions / Portable
terminals / Measuring devices. Ciarcia, Steve.
col 7:9 Sep82 p499-500 *** Ask BYTE /
Stock Market / Terminal
IAFT: terminal / Data Transmission /
Telecommunications
TRS-80 assembly language / Apple 16-bit /
Construction tips / Selectric. Ciarcia, Steve.

*** Terminal / Data Transmission / Telecommunications
TRS-8U assembly language / Apple 16-bit / Construction tips / Selectric. Ciarcia, Steve. col 7:2 Feb82 p369-371 *** Ask BYTE / Assembly Language / Printer
Turn your Apple II into a storage oscilloscope. Korba, Larry. art L3 7:9 Sep82 p520-530
*** Test Equipment / Hardware Construction
VIA experiment board / Totem poles and TTL / Bus standard stops here. Ciarcia, Steve. col 7:4
Apr82 p429 *** Input/Output / S-100 Bus / Standards

Standards

EDUCATION

Assisted instructional development system.
Wolfe, George. hr 7:8 Aug82 p408-414 ***
Hardware Review / Computer Assisted Instruction / Education

Leading fish to water: early observations on the use of Logo. Higginson, William. art 7:8
Aug82 p328-329 *** Logo / Education

GAMES

Alien typhoon (Apple II game). Latocha, Walt. sr 7:5 May82 p224 *** Software Review / Arcade / Games Apple Panic. Williams, Gregg. sr 7:3 Mar82 p68-69 *** Software Review / Games / Arcade Beer Run (Apple II arcade game). Little, Arthur. sr 7:9 Sep82 p375-379 *** Software Review / Games / Arcade Charnel (amme contest winner #2). Pag. C.

/ Games / Arcade
Charge! (game contest winner #2). Ray, C.
Anthony. art Ll 7:12 Dec82 pl12-120 ***
Games / Contests / Arcade
Cosmic conquest (game contest winner #1).
Sartori-Angus, Alan. art L7 7:12 Dec82
pl24-138 *** Games / Contests / Arcade
Deadline: the butler did it...this time. Morgan
Chris. sr 7:12 Dec82 pl60-161 ***
Software Review / Games / Strategy
Game of rat and dragon (Apple II). Smith,
Talbot. art L3 7:11 Nov82 p336-374 ***
Games / Arcade / Contests
Quinti-maze (Apple II game). Tsuk, Robert. art
Ll 7:9 Sep82 p24-30 *** Games / Puzzles /
Strategy Morgan,

Ulli 1-mas | Sep82 p24-30 *** Games / ruzzies / Strategy | Ricochet. Williams, Gregg. sr 7:12 Dec82 p142-146 *** Software Review / Games / Arcade Ringuest (Apple II adventure game). Mills. Gordon. art Ll 7:10 Oct82 p176-206 *** Games / Strategy / Contests Swashbuckler (Apple II arcade game). Spangenberg, Scott. sr 7:9 Sep82 p362-367 *** Software Review / Games / Arcade Tawala's last redoubt (Apple II and TRS-80 adventure game). Lesser, Hartley. sr 7:6 Jun82 p235-236 *** Software Review / Strategy / Games

APPLE II (CONTINUED)
Zero Gravity Pinball (Apple II arcade game).
Friedman, Mark. sr 7:9 Sep82 p370-372 ***
Software Review / Games / Arcade

GRAPHICS

CHEDIT: a graphics-character editor (Apple Pascal). Sweet, Jerry. art L6 7:5 May82 p426-444 *** Utility Program / Pascal / Graphics

p426-444 " Utility program / rascal / Graphics

Double-width Silentype graphics for your Apple. Putney, Charles. col 13 7:2 Feb82 p413-423 *** High Resolution Graphics / Printer / Utility Program Executive briefing system: a color graphics development for the Apple II . Callamaras, Peter. sr 7:11 Nov82 p164-170 *** Software Review / Utility Program / High Resolutio GRPRINT: an Apple utility program for dot-matrix printers. Arnott, Douglas. art L3 7:12 Dec82 p398-403 *** Utility Program / Printer / High Resolution Graphics
High-resolution sprite-oriented color graphics. Ciarcia, Steve. col L3 7:8 Aug82 p57-80 *** Color Graphics / Interface / Logo Interactive 3-D graphics for the Apple II. Pickholtz, Andrew. art L1 7:11 Nov82 p474-505 *** Three-Dimensional Graphics / Pascal

Pasca1

rascal Problem solving with Logo: using turtle graphics to redraw a design. Weinreb, William. art L9 7:11 Nov82 p118-134 *** Turtle Graphics / Logo / Problem-Solving

HARDWARE REVIEW

Apple II 80-column video boards: five popular units. Howland, John. hr 7:5 May82 p252-266 *** Hardware Review / Video Display Applescope stores dual traces. MacNicol, Gregory. hr 7:6 Jun82 p364-372 *** Hardware Review / Test Equipment

Assisted instructional development system.
Wolfe, George. hr 7:8 Aug82 p408-414 ***
Hardware Review / Computer Assisted Instruction

Hardware Review / Computer Assisted Instruction / Education
Cognivox VIO-1003: voice recognition and output for the Apple II. Murray, William. hr 7:9 Sep82 p231-238 *** Hardware Review / Speech Recognition
Dithertizer II (video-digitizer interface for the Apple II). Tomas, Joe. hr 7:2 Feb82 p219-224 *** Hardware Review / Digital Video / Interface

p219-224 *** Hardware Review / Digital Video / Interface John Bell Engineering's Apple II Parallel Interface Board. Rhodes, Ned. hr L3 7:3 Mar82 p414-430 *** Hardware Review / Parallel Input/Output / Clock More Apple 80-column boards. Williams, Gregg. hr 7:5 May82 p266-271 *** Hardware Review / Video Display Soundchaser Computer Music Systems. Moog, Robert. hr 7:12 Dec82 p260-277 *** Hardware Review / Music / Musical Instrument Strawberry Tree's Dual Thermometer Card for the Apple. Murray, William. hr 7:4 Apr82 p96-100 *** Hardware Review

PROGRAMMING INSTRUCTION Guided tour of Apple Pascal units and libraries. Tonkens, Ross. art L6 7:2 Feb82 p225-244 Programming Instruction / Pascal

SOFTWARE REVIEW

SUF WARE REVIEW
Alien typhoon (Apple II game). Latocha, Walt.
sr 7:5 May82 p224 *** Software Review /
Arcade / Games
App-L-ISP (Apple II LISP). Bonar/Levitan. sr
L9 7:6 Jun82 p220-230 *** Software Review
/ LISP

/ LISP Apple Panic. Williams, Gregg. sr 7:3 Mar82 p68-69 *** Software Review / Games / Arcade Beer Run (Apple II arcade game). Little, Arthur. sr 7:9 Sep82 p375-379 *** Software Review / Games / Arcade

/ Games / Arcade
Comparison of five compilers for Apple BASIC.
Taylor/Taylor. sr Ll 7:9 Sep82 p440-464
*** Software Review / Benchmark Testing /
Compiler
Deadline: the butler did it...this time. Morgan,
Chris. sr 7:12 Dec82 p160-161 ***
Software Review / Games / Strategy
Edu-Ware's Statistics 3.0. Elliott, Brownlee.
sr 7:10 Oct82 p400-404 *** Software Review
/ Statistics

Edu-Ware's Statistics J.U. Elliott, Diverses.
sr 7:10 Oct82 p400-404 *** Software Review
/ Statistics
Executive briefing system: a color graphics
development for the Apple II. Callamaras,
Peter. sr 7:11 Nov82 p164-170 ***
Software Review / Utility Program
Flexibility of VisiPlot (Apple II). Ramsdell,
Robert. sr 7:2 Feb82 p32-36 *** Software
Review / Plotting / Utility Program
Graphics Magician: easy animation for the Apple
II. Callamaras, Peter. sr 7:11 Nov82
p138-144 *** Software Review / Animation /
Utility Program
Logo for the Apple II, the TI-99/4A and the
TRS-80 Color Computer. Williams, Gregg. sr
L9 7:8 Aug82 p230-290 *** Software Review
/ Logo / TI-99/4A
Micro-Decision Support System/Finance (DSS/F).
Moskowitz, Robert. sr 7:6 Jun82 p488-492
*** Software Review / Finances / Financial
Modeling
Piccepted Williams Gregg. sr 7:12 Dec82

Modeling
Ricochet. Williams, Gregg. sr 7:12 Dec82
p142-146 *** Software Review / Games / Arcade
Super FORTH isn't. Williams, Gregg. sr 7:5
May82 p296-298 *** Software Review / FORTH

APPLE II (CONTINUED)

PLE II (CONTINUED)
Swadhbuckler (Apple II arcade game).
Spangenberg, Scott. sr 7:9 Sep82 p362-367
*** Software Review / Games / Arcade
Tawala's last redoubt (Apple II and TRS-80
adventure game). Lesser, Hartley. sr 7:6
Jun82 p235-236 *** Software Review /

p2U4-212 SOTWARE REVIEW / TAXES / Federal Government Zero Gravity Pinball (Apple II arcade game). Friedman, Mark. sr 7:9 Sep82 p370-372 *** Software Review / Games / Arcade

TRS_80 MODEL I Apple Sweet Talker / Low-cost monitor / TRS-80 vector graphics. Ciarcia, Steve. col 7:1 Jan82 p4U8-409 *** Ask BYTE / Video Display / TRS-80 Model I

UTILITY PROGRAM

CHEDIT: a graphics-character editor (Apple
Pascal). Sweet, Jerry. art L6 7:5 Ma
p426-444 *** Utility Program / Pascal / Graphics

Graphics
Double-width Silentype graphics for your Apple.
Putney, Charles. col L3 7:2 Feb82 p413-423
*** High Resolution Graphics / Printer /
Utility Program
Epson MX-80 print-control program for the Apple

Utility Program
Epson MX-80 print-control program for the Apple
II. Starbuck, Bill. col Ll 7:3 Mar82
pl66-170 *** Utility Program / Printer
Executive briefing system: a color graphics
development for the Apple II Callamaras,
Peter. sr 7:11 Nov82 pl64-170 ***
Software Review / Utility Program
Finding words that sound alike: the Soundex
algorithm. Jacobs, Jacob. col Ll 7:3 Mar82
p473-474 *** Utility Program / BASIC
Flexibility of VisiPlot (Apple II). Ramsdell,
Robert. sr 7:2 Feb82 p32-36 *** Software
Review / Plotting / Utility Program
GEOSAT program (calculates the position of
communications satellites). Emmett, Steve.
art Ll 7:1 Jand2 p420-432 *** Utility
Program / Broadcasting / Data Transmission
GRPRINT: an Apple utility program for dot-matrix
printers. Arnott, Douglas. art L3 7:12
Dec82 p398-403 *** Utility Program / Printer
/ High Resolution Graphics
Graphics Magician: easy animation for the Apple
II. Callamaras, Peter. sr 7:11 Nov82
p138-144 *** Software Review / Animation /
Utility Program
Lowercase descenders for the Epson MX-70 (Apple
II). Pigott, Bruce. art L3 7:3 Mar82
p248-254 *** Utility Program / Lowercase
Modification / Printer
Shape-drawing program for Diablo printers (Apple
II). Brock, Thomas. col Ll 7:3 Mar82
p240-314 *** Utility Program / Printer

Shape-drawing program for Diablo printers (Apple II). Brock, Thomas. col Ll 7:3 Mar82 p310-314 *** Utility Program / Printer APPLE III

Apple III and its new Profile. Moore, Robin. hr Ll 7:9 Sep82 p82-132 *** Hardware Review / Hard Disk Drive / Benchmark Testing Little Apple SOS with your Pascal. O'Konski, Tim. art L3 7:12 Dec82 p448-482 *** Pascal / Input/Output / Documentation

Pascal / Input/Output / Documentation ICADE
Action games for the VIC-20. Kavanagh, Russell. sr 7:12 Dec82 p150-156 *** Software Review / Games / VIC-20
Advanced Star Raider tactics and strategies.
Harris, C. Donald. col 7:9 Sep82 p383-396 *** Somes / Atari
Alien typhoon (Apple II game). Latocha, Walt. sr 7:5 May82 p224 *** Software Review / Games / Apple II
Apple Panic. Williams, Gregg. sr 7:3 Mar82 p08-69 *** Software Review / Games / Apple II
Armored Patrol. Callamaras, Pete. sr 7:6
Jun82 p162-166 *** Software Review / Games / TRS-80 Model I
Beer Run (Apple II arcade game). Little, Arthur. sr 7:9 Sep82 p375-379 *** Software Review / Games / Cantony. art Ll 7:12 Dec82 p112-120 *** Games / Contests / Apple II
Coinless arcade (Dec82). Clark/Williams. art 7:12 Dec82 p84-91 *** Games
Cosmic conquest (game contest winner #1). Sartori-Angus, Alan. art L7 7:12 Dec82 p124-138 *** Games / Contests / Apple II
Dino Wars. Stewart. George. sr 7:3 Mar82 p74-76 *** Software Review / Games / TRS-80 Color Galactic Chase. Wszola, Stan. sr 7:6 Jun82

Color

Color
Galactic Chase. Wszola, Stan. sr 7:6 Jun82
p176-180 *** Software Review / Games / Atari
Game of rat and dragon (Apple II). Smith,
Talbot. art L3 7:11 Nov82 p336-374 ***
Games / Apple II / Contests
Missile Command. Wszola, Stanley. sr 7:3
Mar82 p70-74 *** Software Review / Games / Atari

Penetrator. Wszola, Stan. sr 7:12 Dec82 pl62-164 *** Software Review / Games / TRS-80 Model III

Model III Play's the thing. Clark, Pamela. col 7:12 Dec82 pb-10 *** Games Ricochet. Williams, Gregg. sr 7:12 Dec82 p142-146 *** Software Review / Games / Apple II

Swashbuckler (Apple II arcade game).
Spangenberg, Scott. sr 7:9 Sep82 p362-367
*** Software Review / Games / Apple II

ARCADE (CONTINUED)
The Eliminator: mayhem in space, TRS-80 style.
Pike, Silas. sr 7:0 Jun82 p170-174 ***
Software Review / Games / TRS-80 Model I
Vectrex Arcade System. Clark, Pamela. hr 7:12
Dec32 p92-93 *** Hardware Review / Video
Game System / Games
Videosyncrasies (Atari Star Raider tactics).
Feigel, Curtis. col 7:9 Sep82 p386-390 ***
Games / Atari
Zero Gravity Pinball (Apple II arcade game).
Friedman, Mark. sr 7:9 Sep82 p370-372 ***
Software Review / Games / Apple II
ARCHAEOLOGY

ARCHAEOLOGY HARCULUST Breaking the jargon barrier: designing programs for humanists. Heite/Heite. art Ll 7:7 Ju182 p76-104 *** Statistics / PET / Social Science

Homebrew graphics digitizer. Atkins/Castro-Cid. art Ll 7:2 Feb82 p72-86 *** Graphics / Hardware Construction / Graphics Tablet Weaving simulator. Heiser, Paul. art Ll 7:9 Sep82 p513-519 *** North Star

(BYTE

8-bit vs. 16-bit / Sensing motions / EPROM

programmer note. Ciarcia, Steve. col 7:6

Jun82 p436-438 *** Microprocessor / Security

Apple Sweet Talker / Low-cost monitor / TRS-80

vector graphics. Ciarcia, Steve. col 7:1

Jan82 p408-409 *** Apple II / Video Display

/ TOS-RO Modal I

Jan82 p408-409 *** Apple II / Video Display / TRS-80 Model I
Battery power / PC info / Burnout / Lifelines / Tape cassette / EPROM. Ciarcia, Steve. col 7:12 Dec82 p532-533 ***
Composite PET video / Z8-based voice-recognition system. Ciarcia, Steve. col 7:8 Aug82 p420 *** Video Display / PET / Speech Recognition Computer-controlled irrigation / ZX81 home control / Current overloads. Ciarcia, Steve. col 7:7 Jul82 p420 *** Agriculture / Control / TRS-80 Color Control / TRS-80 Color Control / TRS-80 Color Control sources / Apple/North Star compiler /

Control sources / Apple/North Star compiler / S-100 systems. Ciarcia, Steve. col 7:2 Feb82 p367-369 *** Control / Compiler /

Feb82 p36/-369 *** Control / Compiler / S-100 Bus Cows and catalogs / TV jitter bugs / Downloading to CP/M / Speedometer. Ciarcia, Steve. col 7:5 May82 p398-400 *** Agriculture / TRS-80 Color / CP/M

Data in, garbage out / RS-232C-to-IEEE-488
interface. Ciarcia, Steve. col 7:5 May82
p400-404 *** Power Supply / RS-232 / IEEE-488

Bus
Disk drives / ADM-3 lowercase / VIC cassette /
S-100 & TRS-80 / ZX81. Ciarcia, Steve. col
7:10 Oct82 p452-454 *** Floppy Disk Drive /
VIC-20 / TRS-80 Model I
High speed printers / Level I tape format /
Computer lab essentials. Ciarcia, Steve. col
7:3 Mar82 p442-443 *** Printer / TRS-80
Model I / Test Equipment
Letter-quality selectrics / Bank selecting memory
/ 50 Hz power. Ciarcia, Steve. col 7:10
Oct82 p452 *** Typewriter / Memory / Power
Supply

order / TRS-80 merge / Z80 monitor /

Mail order / TRS-80 merge / Z80 monitor /
Color-monitor bandwidths. Ciarcia, Steve. col
7:1 Jan82 p404-406 *** Retailing / TRS-80
Model I / Monitor
Plotting with the TRS-80 / Matter of environment
/ Feasibility study. Ciarcia, Steve. col 7:3
Mar82 p445-446 *** Plotting / Operating
Systems / Consumer Information
Programming the RS-232 serial port / Build your
own / RFI. Ciarcia, Steve. col 7:3 Mar82
p444-445 *** RS-232 / Radio-frequency
Interference / Design
Redefining Atari characters / Keyboard connection
/ Battery Apple. Ciarcia, Steve. col 7:7
Jul82 p420-421 *** Atari / Keyboard / Power
Supply

Supply

Soroc IQ-120 slave monitor / OSI shift-lock problem / Audible alarms. Ciarcia, Steve. col 7:6 Jun82 p434-435 *** Video Display / OSI / Keyboard Speech synthesizer application / Problems with

EPROM / Modem interface. Ciarcia, Steve. col 7:3 Mar82 p442 *** Voice Synthesis / EPROM Modem

7:3 Mar82 p442 *** Voice Synthesis / EPROM / Modem
Stock market / Basic questions / Portable terminals / Measuring devices. Ciarcia, Steve. col 7:9 Sep82 p499-500 *** Stock Market / Terminal / Apple II
TRS-80 EPROMS / TI-58C printer interface / ROM-based BASIC / Power backup. Ciarcia, Steve. col 7:2 Feb82 p365-366 *** TRS-80 Model I / Printer / Calculator
TRS-80 assembly language / Apple I6-bit / Construction tips / Selectric. Ciarcia, Steve. col 7:2 Feb82 p369-371 *** Assembly Language / Apple II / Printer
TRS-80 clock / Low-cost computers. Ciarcia, Steve. col 7:9 Sep82 p500-501 *** TRS-80 Model I / Microcomputer System
Tape standard / Line counts / Joystick / RFI / Chess / Languages. Ciarcia, Steve. col 7:12 Dec82 p506-507 ***
Tips on homebrewing / BASIC in ROM / Line disturbances / Clock. Ciarcia, Steve. col 7:8 Aug82 p418-420 *** Homebrew / Power Supply / Clock
SCMBLER
TRS-80 disk editor/assemblers. Daneliuk, T.A..

ASSEMBLER

TRS-80 disk editor/assemblers. Daneliuk, T.A.. sr 7:9 Sep82 p537-539 *** Software Review / TRS-80 Model I / TRS-80 Model III

ASSEMBLY LANGUAGE
TRS-80 assembly language / Apple 16-bit /
Construction tips / Selectric. Ciarcia, Steve.
col 7:2 Feb82 p369-371 *** Ask BYTE /
Apple II / Printer
ASSOCIATIONS

SOCIATIONS
Young People's Logo Association. Muller, James.
art 7:8 Aug82 p333-334 *** Clubs / Logo

art 7:8 Aug82 p333-334 *** Clubs / Logo
ARI
Advanced Star Raider tactics and strategies.
Harris, C. Donald. col 7:9 Sep82 p383-396
*** Games / Arcade
Atari tutorial, part 10: human engineering.
Crawford, Chris. art 7:5 Jun82 p302-318
*** User Interface
Atari tutorial, part 5: scrolling. Crawford,
Chris. art 7:1 Jan82 p26-34 ***
Programming Instruction / Graphics / BASIC
Atari tutorial, part 6: Atari BASIC. Winner,
Lane. art Ll 7:2 Feb82 p91-118 ***
Programming Instruction / BASIC
Atari tutorial, part 7: sound. Fraser, Bob. art
Ll 7:3 Mar82 p80-98 *** Programming
Instruction / BASIC / Sound Effects
Atari tutorial, part 8: generating sound with
software. Fraser, Bob. art L3 7:4 Apr82
p134-150 *** Sound Effects / Programming
Instruction / BASIC

Atari tutorial, part 9: even more colors!.

Pitta/Winner. art L1 7:5 May82 p148-160

*** Color Graphics / Programming Instruction /

BASIC
Character editor for the Atari. Kilby, Tim. art L1 7:12 Dec82 p167-179 **** Graphics / Utility Program / Programming Instruction
Computer animation with color registers: fast animation in BASIC (Atari). Fox/Waite. art L1 7:11 Now82 p194-214 *** Programming Instruction / BASIC / Animation
Galactic Chase. Wszola, Stan. sr 7:6 Jun82 p176-180 ** Software Review / Arcade / Games Missile Command. Wszola, Stanley. sr 7:3 Mar82 p70-74 *** Software Review / Games / Arcade
Redefining Atari characters / Keyboard connection BASIC

Arcade
Redefining Atari characters / Keyboard connection
/ Battery Apple. Ciarcia, Steve. col 7:7
Jul82 p420-421 *** Ask BYTE / Keyboard /
Power Supply
Videosyncrasies (Atari Star Raider tactics).
Feigel, Curtis. col 7:9 Sep82 p386-390 ***
Games / Arcade

SIC
Anatomy and development of a batch-processing system. Walters, Gene. art L1 7:5 May82 p334-386 *** Programming Instruction / Programming Design / North Star Apple variable errors / Strain-Gage data collection. Ciarcia, Steve. col 7:4 Apr82 p431 *** Apple II / A/D Converter Atari tutorial, part 5: scrolling. Crawford, Chris. art 7:1 Jan82 p26-34 *** Programming Instruction / Atari / Graphics Atari tutorial, part 6: Atari BASIC. Winner, Lane. art L1 7:2 Feb82 p91-118 *** Programmin Instruction / Atari

Lane. art Ll 7:2 Feb82 p91-118 ***
Programming Instruction / Atari
Atari tutorial, part 7: sound. Fraser, Bob. art
Ll 7:3 Mar82 p80-98 *** Programming
Instruction / Sound Effects / Atari
Atari tutorial, part 8: generating sound with
software. Fraser, Bob. art L3 7:4 Apr82
p134-150 *** Atari / Sound Effects /
Programming Instruction
Atari tutorial, part 9: even more colors!.
Pitta/Winner. art L1 7:5 May82 p148-160
*** Atari / Color Graphics / Programming
Instruction
BASIC and Pascal benchmark, elegance, apologies

BASIC and Pascal benchmark, elegance, apologies and FORTH. Pournelle, Jerry. col Ll 7:10 Oct82 p254-288 *** Benchmark Testing /

and FORTH. Pournelle, Jerry. col Ll 7:10
Oct82 p254-288 *** Benchmark Testing /
Languages / FORTH
BASIC formatted printing (TI BASIC). Subbaiah,
Malladi. col Ll 7:3 Mar82 p162-164 ***
Utility Program
BASIC plotting subroutine: sophisticated plotting
with your MX-80. Bregoli, Lawrence. art Ll
7:3 Mar82 p142-156 *** Plotting / Utility
Program / Printer
Computer animation with color registers: fast
animation in BASIC (Atari) . Fox/Waite. art
Ll 7:11 Now82 p194-214 *** Programming
Instruction / Animation / Atari
Finding words that sound alike: the Soundex
algorithm. Jacobs, Jacob. col Ll 7:3 Mar82
p473-474 *** Utility Program / Apple II
Microsoft's BASIC compiler for the TRS-80.
Kelly, Mahlon. sr Ll 7:3 Mar82 p358-370
*** Software Review / Compiler / TRS-80 Model
On the way to standard BASIC. Kurtz, Thomas.
art 7:6 Jun82 p182-218 *** Standards
Radio Shack Compiler BASIC. Archer, Rowland. sr
Ll 7:10 Oct82 p224-250 *** Software
Review / Compiler / TRS-80 Model I
Skip sequential: a new file structure for
microcomputers. Purdum, Jack. art Ll 7:3
Mar82 p466-472 *** Data Structures /
Programming Instruction / North Star
Structured programming InBASIC. Sobell, Mark.
art Ll 7:1 Jan82 p410-415 *** Structured
Programming / Programming Instruction /
Cromemco
Structured strings in BASIC. Stockburger, David.

Structured strings in BASIC. Stockburger, David. col L1 7:5 May82 p308-316 *** Programming Instruction / Poly-88 / Structured

Programming
TRS-80 BASIC program hang-ups: the reasons and some solutions. Tesler, Glenn. art L3 7:5 May82 p318-330 *** Programming Instruction / TRS-80 Model I / TRS-80 Model III BASIC (CONTINUED)
Text-handling routines in extended BASIC.
Greenhalgh, Roger. col Li 7:6 Jun82
p460-467 *** Utility Program 7:6 Jun82

BMC IF800

BMC if800. Kocher/Keith. hr 7:5 May82 p62-66

*** Hardware Review / Microcomputer System

BYTE CORRECTIONS

Computing inflation: / A closer look at the IBM
Personal Computer. col L1 7:3 Mar82
p434,441 ***

Life after death / 6809 machine-code
disassembler. col 7:10 Oct82 p390 ***
Mystery coil turns up in Circuit Cellar. col
7:5 May82 p300 ***

PDQ: a data manager for beginners. col L1 7:2
Feb82 p376 ***

Switched asignments ("8080-Based Remote Appliance
Controler"). col 7:7 Jul82 p32 ***
Switching power supplies / Atari tutorial, part
3. col 7:2 Feb82 p327 ***
Tree searching yields bugs. Steiner, Michael.
col 7:0 Jun82 p460

BAUDOT CODE
Input/output primer, part 5: character codes.

Input/output primer, part 5: character codes.
 Leibson, Steve. art 7:6 Jun82 p242-258 ***
 Input/Output / ASCII BENCHMARK TESTING

NCHMARK TESTING

Apple III and its new Profile. Moore, Robin. hr
Ll 7:9 Sep82 py2-132 *** Hardware Review
/ Apple III / Hard Disk Drive

BASIC and Pascal benchmark, elegance, apologies
and FORTH. Pournelle, Jerry. col Ll 7:10
Oct82 p254-288 *** Languages / FORTH / BASIC
Comparison of five compilers for Apple BASIC.
Taylor/Taylor. sr Ll 7:9 Sep82 p440-464
*** Software Review / Apple II / Compiler
Four implemeNtations of Pascal. Woteki/Sand. sr
L6 7:3 Mar82 p316-356 *** Software Review
/ Pascal / CP/M
Six personal computers from Japan. Kocher/Keith.
art 7:5 May82 p61-102 *** Hardware Review
/ Microcomputer System
Upward migration, part 2: a comparison of CP/M-86
and MS-DOS. Taylor/Lemmons. art 7:7 Ju182
p330-356 *** CP/M-86 / Operating Systems /
MSPOS

MS-DOS

BINARY Base conversion on the TRS-80 Pocket Computer.
Dolan, David. col L1 7:4 Apr82 p436-438
*** Conversions / TRS-80 Pocket Computer / Hexadecimal BINARY CODED DECIMAL

Input/Output primer, part 4: the BCD and serial interfaces. Leibson, Steve. art 7:5 May82 p202-220 *** Serial Input/Output / Interface RS-232

BINARY-CODED TEXT Binary-coded text: a text compression method.
Tropper, Richard. art 7:4 Apr82 p398-413
*** Information Storage

*** Information Storage

BOOK REVIEW
Semidisk, Software Tools, the BDOS blues, Power,
and LISPs. Pournelle, Jerry. col 7:8 Aug82
p342-363 *** CP/M / LISP / Utility Program
Terminals, keyboards, and...software piracy.
Pournelle, Jerry. col 7:11 Nov82 p394-415
*** Terminal / Keyboard / Software Piracy

GEOSAT program (calculates the position of communications satellites). Emmett, S art L1 7:1 Jan82 p420-432 *** Ut Program / Data Transmission / Apple II Emmett, Steve. 2 *** Utility

BUBBLE MEMORY
Bubcom30. Kocher/Keith. hr 7:5 May82 p92-100
*** Hardware Review / Microcomputer System /

Bubcom80 Bubcom80. Kocher/Keith. hr 7:5 May82 p92-100

*** Hardware Review / Microcomputer System /
Bubble Memory

BUSINESS

SINESS
Adapting microcomputers to Wall Street. Franz,
Robert. art 7:10 Oct82 p80-92 *** Stock
Market / Management / Investment
Beyond the peaks of Visicalc (Desktop Plan II,
Microfinesse, Plan80). Bishop, Jack. sr 7:10
Oct82 p29-39 *** Software Review /
Financial Modeling / Planning
Commodore 8032 business system. Dickerman,
Harold. hr 7:8 Aug82 p366-376 ***
Hardware Review / Microcomputer System / CBM
8032
Custom and standardized forms for the

Custom and standardized forms for the

wiscomi and standardized forms for the microcomputer user. Lemmons, Philip. art 7:3 Mar82 p198-205 *** Forms
Designing the Star user interface. Smith/et al. art 7:4 Apr82 p242-282 *** Xerox Star / User Interface

User Interface
Fill forms system: CP/M programs to cut down on paperwork. Roch, Bill. art Ll 7:3 Mar82 p218-238 *** Utility Program / Printer / CP/M Osborne l. Dahmke, Mark. hr 7:6 Jun82 p348-362 *** Hardware Review / Osborne l / Microcomputer System
Programming PERT in BASIC. Zimmerman/Conrad. art Ll 7:5 May82 p465-478 *** Planning / Management / TRS-80 Model I
Programming critical-path method in BASIC.

Programming critical-path method in BASIC.

Zimmerman/Conrad. art L1 7:7 Jul82
p378-390 *** Management / TRS-80 Model I
Tax tips for computer owners. Feuerman/Moller.
art 7:2 Feb82 p212-214 *** Taxes / Federal
Government

What makes business programming hard?. Woodward, James. art 7:10 Oct82 p68-76 *** Programming Design

C PROGRAMMING LANGUAGE
Slew of languages, a slap at documentation, and a
curse at Keyboards. Pournelle, Jerry. col
7:12 Dec82 p222-246 *** Languages / Pascal Keyboard

Underline filter for matrix printers. Reed, Adam. col L8 7:3 Mar82 p300-306 *** Printer / Utility Program

Commodore 4022 printer. Holmes, Joseph. hr 7:3 Marg2 p26-36 *** Hardware Review / Printer PFT

Controlling heat surges / VIC-20 video display / Sweet Talker interface. Ciarcia, Steve. col 7:4 Apr82 p430-431 *** TRS-80 Model I / VIC-20 / Voice Synthesis

CBM 8032 Commodore 8032 business system. Dickerman, Harold. hr 7:8 Aug82 p366-376 *** Hardware Review / Business / Microcomputer

System

COBOL for the TRS-80 Models I and III. Archer, Rowland. sr L5 7:3 Mar82 p384-412 *** Software Review / TRS-80 Model I / TRS-80 Model

COSMAC EPROM programmer. Rubis, Dan. art L3 7:1 Jan82 p344-364 *** EPROM / Hardware Construction

Ada, MINCE, CP/M utilities, overpriced documentation and Analiza II. Pournelle, Jerry. col 7:7 Jul82 p290-310 *** Ada / Word Processing / Documentation Autocontrol's AC-85: a CP/M system on one board. Benedict, JoAnne. hr 7:12 Dec82 p250-256 *** Hardware Review / Microcomputer System / AC-85

CP/M, your time has come (real-time clock).
Calaway/Hill. art L3 7:5 May82 p479-493
*** Clock / Hardware Construction
Condor Series 20/rDBMS. Abbott, Jack. sr 7:J
Dec82 p404-410 *** Software Review / Data Base Management

Base Management
Cows and catalogs / TV jitter bugs / Downloading
to CP/M / Speedometer. Ciarcia, Steve. col
7:5 May82 p398-400 *** Ask BYTE /
Agriculture / TRS-80 Color
Database management with Ashton-Tate's dBase II.
Abbott, Jack. sr 7:7 Jul82 p412-416 ***
Software Review / Data Base Management
Fill forms system: CP/M programs to cut down on
paperwork. Roch, Bill. art Ll 7:3 Mar82
p218-238 *** Utility Program / Business /
Printer

Four implementations of Pascal. Woteki/Sand. sr L6 7:3 Mar82 p316-356 *** Software Review

Four implementations of Pascal. Woteki/Sand. sr L6 7:3 Mar82 p316-356 *** Software Review / Pascal / Benchmark Testing
Listing the disk directory in CP/M-based Pascal. Hunt, Daniel. col L6 7:6 Jun82 p497-501
*** Pascal / Utility Program
Microshell and Unica: Unix-style enhancements for CP/M. Kern, Christopher. sr 7:12 Dec82 p206-220 *** Software Review / Utility Program / UNIX
PL/I for microcomputers (CP/M). Lehman, John. sr L9 7:5 May82 p246-250 *** Software Review / PL/I Pickles & Trout CP/M for the TRS-80 Model II.

Pickles & Trout CP/M for the TRS-80 Model II. Smith, Hal. sr 7:9 Sep82 p531-536 *** Software Review / TRS-80 Model II / Operating Systems

Systems
Program generators (The Last One and
Quic-N-Easi). Stewart, George. sr Ll 7:8
Aug82 p38-56 *** Software Review / Program
Generator / TRS-80 Model III
Selector IV by Micro-Ap: an

information-management program. Abbott, Jack. sr ll 7:4 Apr82 p371-376 *** Software Review / Data Base Management midisk, Software Tools, the BDOS blues, Power, and LISPs. Pournelle, Jerry. col 7:8 Aug82 p342-363 *** LISP / Book Review / Utility Semidisk, Program

Systems Plus: FMS-80. Abbott, Jack. sr 7:10 Oct82 p447-450 *** Software Review / Data Base Management

Base Management
Text editing with Compuview's VEDIT. Thompson,
H.B.. sr 7:3 Mar82 p262-270 *** Software
Review / Text Editor
Upward migration, part 1: translators (CP/M-86
translators). Taylor/Lemmons. art L3 7:6
Jun82 p321-344 *** Translators / CP/M-86 /
8086 8086

MS-DOS and CP/M-86 on the IBM Personal Computer:
not my dream... Tinsdale, Mark. col 7:7
Ju182 p354-355 *** Operating Systems / IBM
Personal Computer / MS-DOS
MS-DOS and CP/M-86: a system manufacturer's view.
Lomas, Richard. col 7:7 Ju182 p352 ***
Operating Systems / MS-DOS
Strengths and gaps in MS-DOS and CP/M-86.
Fortson/Lock. col 7:7 Ju182 p342-344 ***
Operating Systems / MS-DOS
Systems integrator's view of MS-DOS and CP/M-86.
Houston, Jerry. col 7:7 Ju182 p338-339 ***
Operating Systems / MS-DOS
Upward migration, part 1: translators (CP/M-86
translators). Taylor/Lemmons. art L3 7:6
Ju182 p321-344 *** Translators / M-86 76
Ju182 p321-344 *** Translators / M-86 76
Ju182 p321-365 *** Operating Systems / Benchmark
Testing / MS-DOS Testing / MS-DOS

CP/M-86 (CONTINUED)
Vote for MS-DOS. Colvin, Neil. col 7:7 Jul82
p356 *** Operating Systems / MS-DOS p356 CALCULATOR

Draw poker for the TI-59. Boyle, Lee. col L9
7:7 Jul82 p434-440 *** Games
Getting the most from your TI programmer.
Patton, Robert. col L9 7:9 Sep82 p540-541
*** Conversions / Decimal / Hexadecimal
Hewlett-Packard interface loop - HPIL: unique

newlett-rackard interface loop - nrl: unique two-wire system... Katz, Robert. nr 7:4 Apr82 p76-93 *** Hardware Review / Interface TRS-80 EPROMs / TI-58C printer interface / ROM-based BASIC / Power backup. Ciarcia, Steve. col 7:2 Feb82 p365-366 *** Ask BYTE / TRS-80 Model I / Printer

CANON CX-1 Canon CX-1. Kocher/Keith. hr 7:5 May82 p66-69 *** Hardware Review / Microcomputer System CAREER OPPORTUNITIES

Career opportunities in computing. Johns: Jacqueline. art 7:4 Apr82 p439-446 Job Opportunities / Information Sources Johnston,

CHARACTER GENERATOR Japanese character sets. col 7:5 May82 p63
*** Foreign Language

CHILDREN

ILDREN
Group of the turtle (group theory in Logo).
Leron, Uri. art 7:8 Aug82 p330-331 ***
Logo / Mathematics / Research
Introducing Logo to children. Solomon, Cynthia.
art L9 7:8 Aug82 p196-208 *** Programming
Instruction / Logo
Logo research at Bank Street College.
Jewson/Pea. art 7:8 Aug82 p332-333 ***
Logo / Research / Problem-Solving
Logo: an approach to educating disabled children.
Weir/et al. art 7:9 Sep82 p342-360 ***
Logo / Handicapped / Special Education
OCK

Build a half-year clock for the Color Computer:
fourth in a series. Barden, William. art L3
7:3 Mar82 pl00-122 *** Hardware
Construction / TRS-80 Color / Wire Wrap
CP/M, your time has come (real-time clock).
Calaway/Hill. art L3
7:5 May82 p479-493
*** CP/M Hardware Construction
Clocked interrupts for the COSMAC Elf. Price,
Gary. art L3
7:1 Jan82 p304-322
*** 1802
/ Elf / Multi-tasking
Everyone can know the real time (real-time
clocks). Ciarcia, Steve. col L1
7:5 May82
p34-58
*** Hardware Construction / 28
John Bell Engineering's Apple II Parallel
Interface Board. Rhodes, Ned. hr L3
7:3
Mar82
p414-430
*** Hardware Review /
Parallel Input/Output / Apple II
SOFIM: a software timer. Terpstra, Dan. col Build a half-year clock for the Color Computer:

Parallel Input/Output / Apple II
SOFTIM: a software timer. Terpstra, Dan. col
L3 7:1 Jan82 p436-439 *** Z-80 /
Programming Instruction
Tips on homebrewing / BASIC in ROM / Line
disturbances / Clock. Ciarcia, Steve. col
7:8 Aug82 p418-420 *** Ask BYTE / Homebrew / Power Supply

Young People's Logo Association. Muller, James. art 7:8 Aug82 p333-334 *** Associations /

How to use color displays effectively.

Durrett/Trezona. art 7:4 Apr82 p50-53 ***
Color Graphics / Video Display / User Interface

COLOR GRAPHICS

COLOR GRAPHICS

Atari tutorial, part 9: even more colors!.

Pitta/Winner. art L1 7:5 May82 p148-160

*** Atari / Programming Instruction / B&SIC
High-resolution sprite-oriented color graphics.
Ciarcia, Steve. col L3 7:8 Aug82 p57-80

*** Interface / Apple II / Logo
How to use color displays effectively.
Durrett/Trezona. art 7:4 Apr82 p50-53 ***
Color Display / Video Display / User Interface
Scion Color System. Dahmke, Mark. hr 7:7
Jul82 p54-59 *** Hardware Review / S-100 Bus
/ High Resolution Graphics
COLOR PRINTER
Integral Data Systems' Prism Printer. Umlor, Ed.

Integral Data Systems' Prism Printer. Umlor, Ed. hr 7:3 Mar82 p44-49 *** Hardware Review / hr 7:3 Printer

COMPTLER Comparison of five compilers for Apple BASIC.
Taylor/Taylor. sr L1 7:9 Sep82 p440-46
*** Software Review / Benchmark Testing /

Apple II
Control sources / Apple/North Star compiler /
S-100 systems. Ciarcia, Steve. col 7:2
FeB82 p367-369 *** Ask BYTE / Control /
S-100 Bus

Jerry. col 7:9 Sep82 p318-341 *** Pascal / Word Processing

/ Word Processing
Microsoft's BASIC compiler for the TRS-80.
Kelly, Mahlon. sr Ll 7:3 Mar82 p358-370
*** Software Review / BASIC / TRS-80 Model I
Radio Shack Compiler BASIC. Archer, Rowland. s
Ll 7:10 Oct82 p224-250 *** Software
Review / BASIC / TRS-80 Model I
Supercalc, spelling programs, BASIC compilers,
and home-grown accounting. Pournelle, Jerry.
col 7:5 May82 p226-243 *** Spelling /
Accounting

Accounting

ACCOUNTING
COMPUTER ASSISTED INSTRUCTION
Assisted instructional development system.
Wolfe, George. hr 7:8 Aug82 p408-414 ***
Hardware Review / Apple II / Education

COMPUTER ASSISTED INSTRUCTION (CONTINUED)
Thirty more days to faster input. Roberts,
Edward. col ll 7:1 Jand2 p186 ***
Keyboard / TRS-80 Model l / Education
Videodiscs in education: integrating the computer
and... Bejar, Isaac. art L6 7:5 Jun82
p78-104 *** Videodisc / Education COMPUTER INSTRUCTION APUTER INSTRUCTION
Input/Output primer, part 1: what is I/0?.
Leibson, Steve. art 7:2 Feb82 pl22-146 ***
Input/Output / Definitions
Input/Output primer, part 2: interrupts and
direct memory access. Leibson, Steve. art
7:3 Mar82 pl26-140 *** Input/Output
Input/Output primer, part 3: the parallel and
HPIB (IEEE-488 interfaces). Leibson, Steve.
art 7:4 Apr82 pl86-208 *** Parallel
Input/Output / IEEE-488 Bus / Interface
Microcomputer graphics primer. Williams, Gregg.
art 7:11 Nov82 p448-470 *** Graphics /
Video Display / Vendor Guide
NFERENCE CONFERENCE CONFERENCE
Third NCGA and the future of computer graphics.
Pournelle, Alexander. art 7:11 Nov82 p30-44
*** Graphics / Future
CONSUMER ELECTRONICS
Machines behind the machines (Japanese
Manufacturers). Lemmons, Phil. art 7:5
May82 p115-138 *** Manufacturing / Foreign
Competition
CONSUMER INFORMATION
Designing a text editor? The user comes first Designing a text editor? The user comes first.
Jong, Steven. art 7:4 Apr82 p284-300 ***
Text Editor / Programming Design / Word Processing
Maintenance alternatives for personal computers.
Whitaker, Lewis. art 7:6 Jun82 p452-459
*** Maintenance
Plotting with the TRS-80 / Matter of environment / Feasibility study. Ciarcia, Steve. col Mar82 p445-446 *** Ask BYTE / Plotting / Operating Systems
Some answers to frequently asked questions.
Morgan, Chris. col 7:10 Oct82 p6-14 *** Videotex CONTESTS And the winners are... (game contest). col 7:8 Aug82 p84-85 *** Games BYTE game contest #2. col 7:8 Aug82 p86-87 *** Games *** Games Contest *C. Col /:o Augo2 poo-o/
*** Games
Charge! (game contest winner #2). Ray, C.
Anthony. art Ll 7:12 Dec82 pll2-120 ***
Games / Arcade / Apple II Games / Arcade / Apple II
Cosmic conquest (game contest winner #1).
Sartori-Angus, Alan. art L7 7:12 Dec82
p124-138 *** Games / Apple II / Arcade
Game of rat and dragon (Apple II). Smith,
Talbot. art L3 7:11 Nov82 p336-374 ***
Games / Arcade / Apple II
Ringquest (Apple II adventure game). Mills,
Gordon. art L1 7:10 Oct82 p176-206 ***
Games / Strategy / Apple II
NTROL 8051 one-chip microcomputer: a most powerful 8051 one-chip microcomputer: a most powerful microcontroller. Boyet/Katz. art 7:12 Dec82 p288-311 *** Microprocessor / 8051 8080-based remote appliance controller. Staehlin, David. art L3 7:1 Jan82 p239-292 *** Home / 8080 / Heath H8 AC motor control: simple algorithms and hardware. Nyberg, Jostein. col 7:1 Jan82 p118-121 *** Interface / Hardware Construction Build an interactive-videodisc controller (Pioneer VP-1000). Ciarcia, Steve. col 7:6 Jun82 p60-74 *** Videodisc / Interface / Hardware Construction Computer-controlled irrication / ZX81 home Hardware Construction
Computer-controlled irrigation / ZX81 home control / Current overloads. Ciarcia, Steve. col 7:7 Jul82 p420 *** Ask BYTE / Agriculture / TRS-80 Color Control sources / Apple/North Star compiler / S-100 systems. Ciarcia, Steve. col 7:2 Feb82 p367-369 *** Ask BYTE / Compiler / S-100 Bus
Putting real-world interfaces to work, part 1 (TRS-80 monitoring). Barden, William. art 7:10 Oct82 p96-123 *** Hardware Construction / TRS-80 Model I / Interface Use infrared communication for remote control. Ciarcia, Steve. col 7:4 Apr82 p40-49 *** Hardware Construction / Home
Versatile low-cost microprocessor controller module. Craig, David. art 7:12 Dec82 module. Craig, David. art 7:12 Dec82 p486-498 *** Hardware Construction / 6802 CONVERSIONS
Adapting "Harvesting the Sun's Energy" for the

Commodore PET. Berry, Jerry. col Li 7:6
Jund2 p404-408 *** Solar Energy / PET / Home
Base conversion on the TRS-80 Pocket Computer.
Dolan, David. col Li 7:4 Apr82 p436-438
*** Binary / TRS-80 Pocket Computer /
Hexadecimal Hexadecimal
Converting Apple DOS and Pascal text files.
Matthews, John. art L6 7:4 Apr82 p447-463
*** Apple II / Apple DOS / Pascal
Getting the most from your TI programmer.
Patton, Robert. col L9 7:9 Sep82 p540-541
*** Calculator / Decimal / Hexadecimal
COPYRIGHT Case of the purloined object code: can it be solved (partl)?. Stern, Richard. art 7:9
Sep82 p420-438 *** Law / Software Publishing / Patent sse of the purloined object code: can it be solved?, part 2 (protection). Stern, Richard. art 7:10 Oct82 p210-222 *** Law / Software

COPYRIGHT (CONTINUED) Copyrights, computers and the Betamax case.
Klasson, Walter. art 7:5 May82 p22-30 ***
Law / Software Publishing / Software Piracy
CORPORATE INFORMATION Microcomputer profits. Libes, Sol. col 7:5
May82 p394 ***
CROMEMCO Structured progamming in BASIC. Sobell, Mark.
art Ll 7:1 Jan82 p410-415 *** Structured
Programming / BASIC / Programming Instruction
Word-counting utility for writers. Roberts,
Steven. col L3 7:6 Jun82 p237-240 ***
Writing / Utility Program
PATOLORY CRYPTOLOGY BASIC program for home cryptography. Rc Ralph. col Ll 7:4 Apr82 p432-434 Smoke Signal Broadcasting DATA BASE MANAGEMENT TA BASE MANAGEMENT Condor Series 20/rBMS. Abbott, Jack. sr 7:12 Dec82 p404-410 *** Software Review / CP/M Database management with Ashton-Tate's dBase II. Abhott Jack. sr 7:7 Jul82 p412-416 *** Database management with Ashton-Tate's dbase II.
Abbott, Jack. sr 7:7 Jul82 p412-416 ***
Software Review / CP/M
Selector IV by Micro-Ap: an
information-management program. Abbott, Jack.
sr Ll 7:4 Apr82 p371-376 *** Software
Review / CP/M
Systems Plus: FMS-80. Abbott, Jack. sr 7:10
Oct82 p447-450 *** Software Review / CP/M
DATA STRUCTURES

Fffective text-compression algorithm. Cortect DATA STRUCTURES

Effective text-compression algorithm. Cortesi,
David. art L9 7:1 Jan82 p397-403 ***
Programming Design / Word Processing /
Information Storage
Skip sequential: a new file structure for
microcomputers. Purdum, Jack. art L1 7:3
Mar82 p466-472 *** Programming Instruction /
BASIC / North Star

DATA TRANSMISSION TA TRANSMISSION
GEOSAT program (calculates the position of communications satellites). Emmett, Steve. art L1 7:1 Jan82 p420-432 *** Utility Program / Broadcasting / Apple II TAFT: terminal Apple with file transfer. Gabriele, Tom. art L1 7:6 Jun82 p410-432 *** Terminal / Apple II / Telecommunications CIMAI DECTMAL

Patton, Robert. col L9 7:9 Sep82 p540-541
*** Calculator / Conversions / Hexadecimal DECISION MAKING
Conditionals in LISP (decision-making function).
Howard, M.S. col L9 7:6 Jun82 p493-496
*** LISP / Programming Instruction
DEFINITIONS FINITIONS
Input/Output primer, part 1: what is I/07.
Leibson, Steve. art 7:2 Feb82 p122-146 ***
Input/Output / Computer Instruction
Logo - a cultural glossary. Goldenberg, E. Paul.
art 7:8 Aug82 p210-228 *** Logo
Videodisc interfacing primer. Daynes, Rod. art
7:6 Jun82 p48-59 *** Videodisc / Interface
SIGN Board to death. Swanson, Jon. art 7:12 Dec82 p94-95 *** Puzzles
Brief introduction to electronic music synthesizers. Moog, Robert. art 7:12 Dec82 p278-286 *** Music / Musical Instrument
Chuck Peddle: an interview with the chief designer of the Victor 9000. Lemmons, Phil. art 7:11 Nov82 p256-271 *** Interview / People / Victor 9000
FDA regulation of computerized medical devices. Jorgens/et al. art 7:9 Sep82 p204-214 *** Medicine / Handicapped / Government Regulation Floppy-disk performance. Yalirakis, N.. col 7:1 Jan82 p114-116 *** Floppy Disk Drive / Test

Test Hierarchical interrupts. Foster, Caxton. col 7:5 May82 p457-459 *** Microprocessor Introduction to the human applications standard computer interface, pt 1 . Rutkowski, Chris. art 7:10 Oct82 p291-310 *** User Interface art 7:10 C / Standards Practical dynamic-memory system design. Belics, Rob. art 7:12 Dec82 p372-385 *** Memory / Interface Interface
Programming the RS-232 serial port / Build you
own / RFI. Ciarcia, Steve. col 7:3 Mar82
p444-445 *** Ask BYTE / RS-232 /
Radio-frequency Interference
DIGITAL AUDIO

Analyze audio by visualizing. Phillips, Thomas. col L3 7:1 Jan82 p206-214 *** Voice Synthesis / / DIGITAL VIDEO Build a video digitizer (image processing).

Keryan, Michael. art 7:11 Nov82 p174-192

*** Hardware Construction / Image Processing

*** Hardware Construction / Image Processing
Dithertizer II (video-digitizer interface for the
Apple II). Tomas, Joe. hr 7:2 Feb82
p219-224 *** Hardware Review / Interface /
Apple II
DIGITAL/ANALOG CIRCUIT
Analog interfacing in the real world. Ciarcia,
Steve. col 7:1 Jan82 p72-98 *** Hardware
Construction / Analog/Digital Circuit /
Interface
DIFFCTORIES DIRECTORIES

BYTE printer directory. Feigel, Curtis. art 7:3 Mar82 p278-296 *** Printer DISASSEMBLER 6809 machine-code disassembler. Dubner, Joseph. art L3 7:2 Feb82 p340-364 *** 6809 DISKETTES

Find that disk (storing disks). Bruninga, R.E. col 7:6 Jun82 p232 ***

DOCUMENTATION
Ada, MINCE, CP/M utilities, overpriced documentation and Analiza II. Pourne Jerry. col 7:7 Jul82 p290-310 **
Word Processing / CP/M Pournelle,

word Processing / CP/M
INS8070 series instruction set summary. Chiang,
James. col 7:7 Jul82 p406-407 *** INS8070
Little Apple SOS with your Pascal. O'Konski,
Tim. art L3 7:12 Dec82 p448-482 ***
Apple III / Pascal / Input/Output

Ruild an EPROM emulator. Rehnke, Eric. art 7:2
Feb82 p194-203 *** Hardware Construction / Emulator / 6502 COSMAC EPROM programmer. Rubis, Dan. art L3 7:1 Jan82 p344-364 *** COSMAC / Hardware

Construction

Construction
Let the MC68701 program itself. Morales/Ruhberg.
col L3 7:8 Aug82 p380-394 *** Hardware
Construction / 68701 / EPROM Programmer
Speech synthesizer application / Problems with
EPROM / Modem interface. Ciarcia, Steve. col
7:3 Mar82 p442 *** Ask BYTE / Voice
Synthesis / Modem
EPROM PROGRAMMER

Let the MCC8701 program itself. Morales/Ruhberg. col L3 7:8 Aug82 p380-394 *** nstruction /6801 / EPROM Programmer EDUCATION

JUATION
Assisted instructional development system.
Wolfe, George. hr 7:8 Aug82 p408-414 ***
Hardware Review / Computer Assisted Instruction
/ Apple II

/ Apple II
Designing computer-based microworlds (Logo).
Lawler, R.W. art L9 7:8 Aug82 pl38-160
*** Logo / Programming Design
Leading fish to water: early observations on the
use of Logo. Higginson, William. art 7:8
Aug82 p328-329 *** Logo / Apple II
Thirty more days to faster input. Roberts,
Edward. col Ll 7:1 Jan82 pl86 ***
Keyboard / Computer Assisted Instruction /
TRS-80 Model I

Keyboard / computer ... TRS-80 Model I Videodiscs in education: integrating the computer and... Béjar, Isaac. art L6 7:6 Jun82 p78-104 *** Videodisc / Computer Assisted Instruction

Why Logo? (problem-solving skills). Har Brian. art L9 7:8 Aug82 pl63-193 Logo / Problem-Solving ELEMENTARY EDUCATION

Lamplighter project (Logo). Gorman, Henry. art
7:8 Aug82 p331-332 *** Logo
Logo in the schools. Watt, Daniel. art 7:8
Aug82 p116-134 *** Logo / Research /
Information Sources

Logo update. Lemmons, Phil. art 7:8 Aug82 p334-340 *** Logo / Secondary Education / Higher Education

Clocked interrupts for the COSMAC Elf. Price, Gary. art L3 7:1 Jan82 p304-322 *** 1802 / Clock / Multi-tasking

Build an EPROM emulator. Rehnke, Eric. art 7:2 Feb82 p194-203 *** Hardware Construction / Feb82 p194-203 EPROM / 6502 EPSON HX-20

Epson HX-20: the first BYTE-sized computer.
Williams, Gregg. art 7:4 Apr82 p104-106
*** Microcomputer System Microcomputer System EPSON 0X-10

Epson QX-10 Valdocs System. Williams, Gregg. art 7:9 Sep82 p54-57 *** Microcomputer art 7: System

RTH
BASIC and Pascal benchmark, elegance, apologies
and FORTH. Pournelle, Jerry. col Ll 7:10
Oct82 p254-288 *** Benchmark Testing /
Languages / BASIC
Computer toolbox (microcomputer as a lab
assistant). Bernstein, Mark. art 7:3 Mar82
p456-465 *** Higher Education / Research /
Science

Science

Science
Disk operating system for FORTH: an in-depth look
at how a DOS operates. Reece, Peter. art L7
7:4 Apr82 p322-358 *** Operating Systems /
Programming Design / TRS-80 Model I
Super FORTH isn't. Williams, Gregg. sr 7:5
May82 p296-298 *** Software Review / Apple II
FEDERAL GOVERNMENT

DERAL GOVERNMEN!
FIT - a federal income tax program in UCSD
Pascal. Heyman, Edward. art L6 7:2 Feb82
p148-190+ *** Taxes / Pascal
Keeping our technological edge. Morgan, Chris.
col 7:8 Aug82 p6-18 *** Research / Foreign

Competition Tax tips for computer owners. Feuerman/Moller. art 7:2 Feb82 p212-214 *** Taxes / Business

Two tax aids (Individual Tax Plan and Tax Preparer). Kvam, Mary Jo. sr 7:2 Feb82 p204-212 *** Software Review / Taxes / Apple FICTION

Computers, fiction and poetry (stories and poems written by computers). McKean, Kevin. art 7:7 Jul82 p50-53 *** Poetry / Writing

Micro-Decision Support System/Finance (DSS/F).
Moskowitz, Robert. sr 7:6 Jun82 p488-492
*** Software Review / Financial Modeling /

Apple II
Pascal NOW: let Pascal balance your NOW account.
Doyle, Thomas. art L6 7:2 Feb82 p290-322
*** Pascal / Money

FINANCIAL MODELING

Beyond the peaks of Visicalc (Desktop Plan II,
Microfinesse, Plan80). Bishop, Jack. sr 7:10

Oct82 p29-39 *** Software Review / Planning Business

/ business
Micro-Decision Support System/Finance (DSS/F).
Moskowitz, Robert. sr 7:6 Jun82 p488-492
*** Software Review / Finances / Apple II
FLOPPY DISK DRIVE

Disk drives / ADM-3 lowercase / VIC cassette / S-100 & TRS-80 / ZX81. Clarcia, Steve. col 7:10 Oct82 p452-454 *** Ask BYTE / VIC-20 / TRS-80 Model 1

TRS-80 Model 1
Floppy-disk performance. Yalirakis, N. col
7:1 Jan82 pl14-l16 *** Test / Design
Heath/Zen'th Model 47 dual floppy-disk system.
Kern, Christopher. hr 7:8 Aug82 p398-406
*** Hardware Review / Heath H89 / Zen'th Z89

Jetset (TRS-80 Model II flying simulation). Szymanski, Eugene. art Ll 7:11 Nov82 p272-322 *** Games / TRS-80 Model II / Simulation

Ommi aviation navigation system. Campbell, Richard. art Ll 7:6 Jun82 p468-478 *** Navigation / Simulation / Mathematics

FOREIGN COMPETITION

Japan and the "64K" Question. Morgan, Chris.
col 7:5 May82 p6-10 *** Future

Japan maps computer domination. Manuel, Tom.
art 7:5 May82 p140-144 *** Research / Future

Japanese manufacturers - how successful will they be?. Zipnick, Ted. col 7:5 May82 pl18 ***

be?. Zipnick, reu.
Marketing
Keeping our technological edge. Morgan, Chris.
Col 7:8 Aug82 p6-18 *** Research / Federal

Machines behind the machines (Japanese Manufacturers). Lemmons, Phil. art 7:5
May82 pl15-138 *** Manufacturing / Consumer
Electronics FOREIGN LANGUAGE

Japanese character sets. col 7:5 May82 p63
*** Character Generator

FORMS Custom and standardized forms for the microcomputer user. Lemmons, Philip. art 7:3 Mar82 p198-205 *** Business

FOURIER TRANSFORMS
Fast approximation for fast Fourier. Polczynski,
Mark. col 7:2 Feb82 p248-250 ***
Mathematics

FUJITSU FM-8 Fujitsu FM-8. Kocher/Keith. hr 7:5 May82 p86-92 *** Hardware Review / Microcomputer p86-92 System

FUTURE Japan and the "64K" Question. Morgan, Chris. col 7:5 May82 p6-10 *** Foreign

col 7:5 May82 p6-10 *** Foreign
Competition
Japan maps computer domination. Manuel, .om.
art 7:5 May82 p140-144 *** Research /
Foreign Competition
Third NGGA and the future of computer graphics.
Pournelle, Alexander. art 7:11 Nov82 p3 .44
*** Conference / Graphics

AMES

Action games for the VIC-20. Kavanagh, Russell. sr 7:12 Dec82 p150-156 *** Software Review / Arcade / VIC-20

Advanced Star Raider tactics and strategies. Harris, C. Donald. col 7:9 Sep82 p383-396 *** Atari / Arcade

Alien typhoon (Apple II game). Latocha, Walt. sr 7:5 May82 p224 *** Software Review / Arcade / Apple II

And the winners are... (game contest). col 7:8 Aug82 p84-85 *** Contests

Apple Panic. Williams, Gregg. sr 7:3 Mar82 p68-69 *** Software Review / Arcade / Apple II

Armored Patrol. Callamaras, Pete. sr 7:6 Jun82 p162-166 *** Software Review / Arcade / TRS-80 Model II

BYTE game contest #2. col 7:8 Aug82 p86-87

BYTE game contest #2. col 7:8 Aug82 p86-87

BYTE game contest #2. Co. ...

*** Contests
Beer Run (Apple II arcade game). Little, Arthur.
sr 7:9 Sep82 p375-379 *** Software Review
/ Arcade / Apple II
Charge! (game contest winner #2). Ray, C.
Anthony. art L1 7:12 Dec82 p112-120 ***

Anthony. art Ll 7:12 Dec82 pll2-120 ***
Contests / Arcade / Apple II
Coinless arcade (Dec82). Clark/Williams. art
7:12 Dec82 p84-91 *** Arcade

7:12 Dec82 p84-91 *** Arcade
Cosmic conquest (game contest winner #1).
Sartori-Angus, Alan. art L7 7:12 Dec82
p124-138 *** Contests / Apple II / Arcade
Deadline: the butler did it...this time. Morgan,
Chris. sr 7:12 Dec82 p160-161 ***
Software Review / Strategy / Apple II
Design techniques and ideals for computer games.
Crawford, Chris. art 7:12 Dec82 p96-108
*** Programming Design
Dino Wars. Stewart, George. sr 7:3 Mar82
p74-76 *** Software Review / Arcade / TRS-80
Color

p74-76 Color

Color
Draw poker for the II-59. Boyle, Lee. col L9
7:7 Ju182 p434-440 *** Calculator
Galactic Chase. Wszola, Stan. sr 7:6 Jun82
p176-180 *** Software Review / Arcade / Atari
Game of rat and dragon (Apple II). Smith,
Talbot. art L3 7:11 Nov82 p336-374 ***
Arcade / Apple II / Contests
Jetset (TRS-80 Model II flying simulation).
Szymanski, Eugene. art L1 7:11 Nov82
p272-322 *** TRS-80 Model II / Simulation / Flying

GAMES (CONTINUED)

Marketplace (TRS-80 Model III telecomputing game). Dickinson, Robert. art L1 7:10 Oct82 p146-174 *** Telecommunications / Strategy / TRS-80 Model III Missile Command. Wszola, Stanley. sr 7:3 Mar82 p70-74 *** Software Review / Arcade / Atami

Atari
Penetrator. Wszola, Stan. sr 7:12 Dec82
p162-164 *** Software Review / Arcade /
TRS-80 Model III
Play's the thing. Clark, Pamela. col 7:12
Dec82 pb-10 *** Arcade
Quinti-maze (Apple II game). Tsuk, Robert. art
L1 7:9 Sep82 p24-30 *** Puzzles / Apple II
/ Strateoy

L1 7:9 Sep82 p24-30 *** Puzzles / Apple II / Strategy Ricochet. Williams, Gregg. sr 7:12 Dec82 p142-146 *** Software Review / Arcade / Apple II

p14c-140 ** Software Review / Arcade / Apple II
Ringquest (Apple II adventure game). Mills,
Gordon. art Ll 7:10 Oct82 p176-206 ***
Strategy / Apple II / Contests
Swasnbuckler (Apple II arcade game).
Spangenberg, Scott. sr 7:9 Sep82 p362-367
*** Software Review / Arcade / Apple II
Tawala's last redoubt (Apple II and TRS-80
adventure game). Lesser, Hartley. sr 7:6
Jun82 p235-236 *** Software Review /
Strategy / Apple II
The Eliminator: mayhem in space, TRS-80 style.
Pike, Silas. sr 7:6 Jun82 p170-174 ***
Software Review / Arcade / TRS-80 Model I
Three Dee Tee (TRS-80 Color Computer game).
Stuart, John. art Ll 7:9 Sep82 p34-50 ***
Puzzles / Strategy / TRS-80 Color
Vectrex Arcade System. Clark, Pamela. hr 7:12
Dec82 p92-93 *** Hardware Review / Video
Game System / Arcade

Dec82 p92-93 *** Hardware Review / Video Game System / Arcade Videosyncrasies (Atari Star Raider tactics). Feigel, Curtis. col 7:9 Sep82 p386-390 *** Arcade / Atari Zero Gravity Pinball (Apple II arcade game). Friedman, Mark. sr 7:9 Sep82 p370-372 *** Software Review / Arcade / Apple II GOVERMENT REGULATION

FDA regulation of computerized medical devices.
Jorgens/et al. art 7:9 Sep82 p204-214 ***
Medicine / Design / Handicapped GRAPHICS

APHICS
Atari tutorial, part 5: scrolling. Crawford,
Chris. art 7:1 Jan82 p26-34 ***
Programming Instruction / Atari / BASIC
Beginners's guide to Logo. Abelson, Harold. art
L9 7:8 Aug82 p88-112 *** Programming
Instruction / Logo
CHEDIT: a graphics-character editor (Apple
Pascal). Sweet, Jerry. art L6 7:5 May82
p426-444 *** Utility Program / Apple II /
Pascal

Pascal
Character editor for the Atari. Kilby, Tim. art
L1 7:12 Dec82 p167-179 *** Utility
Program / Atari / Programming Instruction
Double your TRS-80's graphics resolution.
Haddad, George. col L1 7:7 Jul82 p448-451
*** TRS-80 Model I / Hardware Modification

*** TRS-80 Model I / Hardware Modification Homebrew graphics digitizer. Atkins/Castro-Cid. art Ll 7:2 Feb82 p72-86 *** Art / Hardware Construction / Graphics Tablet Microcomputer graphics primer. Williams, Gregg. art 7:11 Nov82 p448-470 *** Video Display / Computer Instruction / Vendor Guide Third NGGA and the future of computer graphics. Pournelle, Alexander. art 7:11 Nov82 p30-44 *** Conference / Future

GRAPHICS TABLET

Homebrew graphics digitizer. Atkins/Castro-Cid. art Ll 7:2 Feb82 p72-86 *** ardware Construction / Graphics Tablet

Deus ex Machina of the technological age. Morgan, Chris. col 7:12 Dec82 p6-10 *** Portable Computer

HAND-HELD COMPUTER Demasco/Foulds. art Ll 7:9 Sep82 p166-182 HANDICAPPED

*** Handicapped
NNDICAPPED
Abilityphone (message system for handicapped people). Rush, William. hr 7:9 Sep82 p240-246 *** Hardware Review / Telecommunications / Telephone
Adaptive-firmware card for the Apple II (alternative input techniques). Schwejda/et al. art 7:9 Sep82 p276-314 *** Input/Output / Hardware Construction / Apple II Apple talks with the deaf. Rnodes, Ned. art L3 7:1 Jan82 p366-386 *** Interface / Apple II / Telecommunications
Braille writing in Pascal. Fant, Alfred. art L6 7:9 Sep82 p250-268 *** Printer Computers can play a dual role for disabled individuals. Vanderheiden, Gregg. art 7:9 Sep82 p136-162 *** Information Sources FDA regulation of computerized medical devices. Jorgens/et al. art 7:9 Sep82 p204-214 *** Medicine / Design / Government Regulation Let there be talking people too. Dammke, Mark.

Medicine / Design / Government Regulation
Let there be talking people too. Danmke, Mark.
col 7:9 Sep82 p6-8 *** Voice Synthesis
Logo: an approach to educating disabled children.
Weir/et al. art 7:9 Sep82 p342-360 ***
Logo / Special Education / Children
Minspeak (semantic compaction system for disabled
individuals). Baker, Bruce. art 7:9 Sep82
p186-202 *** Voice Synthesis
New horizon for nonvocal communication devices.
Demasco/foulds. art Ll 7:9 Sep82 p166-182
*** Hand-held Computer

HANDICAPPED (CONTINUED)

Talking terminals (text-to-speech translation).
Stoffel, David. art 7:9 Sep82 p218-227 ***
Terminal / Voice Synthesis / Vendor Guide
HARD DISK DRIVE

HARD DISK DRIVE

Apple III and its new Profile. Moore, Robin. hr
Ll 7:9 Sep82 p92-132 *** Hardware Review
/ Apple III / Benchmark Testing
Four new products from Radio Shack (TRS-80 Model
16, hard disk, terminal). Morgan, Chris. art
7:3 Mar82 p40-43 *** TRS-80 Pocket Computer
/ High Resolution Graphics / TRS-80 Model 16
HARDWARE CONSTRUCTION
AC motor control: simple algorithms and hardware

ACK motor control: simple algorithms and hardware. Nyberg, Jostein. col 7:1 Jan82 pll8-121 *** Control / Interface Adaptive-firmware card for the Apple II

Adaptive-firmware card for the Apple II
(alternative input techniques). Schwejda/et
al. art 7:9 Sep82 p276-314 ***
Handicapped / Input/Output / Apple II
Add a cassette interface to your VIC-20. Hale,
William. col 7:3 Mar82 p272-274 *** Tape
Cassette / Interface / VIC-20
Add a peripheral interface adapter to your Apple
II. Ciszewski, Kenneth. col L3 7:1 Jan82
p324-330 *** Interface / Parallel
Input/Output / Apple II
Add programmable sound effects to your computer.
Ciarcia, Steve. col L1 7:7 Jul82 p60-72
*** Sound Effects / Interface
Analog interfacing in the real world. Ciarcia,
Steve. col 7:1 Jan82 p72-98 ***
Analog/Digital Circuit / Digital/Analog Circuit
/ Interface

Interface

/ Interface
Build a computerized weather station. Ciarcia,
Steve. col L3 7:2 Feb82 p38-68 ***
Weather / Kit Building / Voice Synthesis
Build a half-year clock for the Color Computer:
fourth in a series. Barden, William. art L3
7:3 Mar82 p100-122 *** Clock / TRS-80 Color
/ Wire Wrap
Build a video digitizer (image processing).
Keryan, Michael. art 7:11 Nov82 p174-192
*** Digital Video / Image Processing
Build an EPROM emulator. Rehnke, Eric. art 7:2
Feb82 p194-203 *** EPROM / Emulator / 6502
Build an interactive-videodisc controller
(Pioneer VP-1000). Ciarcia, Steve. col 7:6
Jun82 p60-74 *** Videodisc / Interface /
Control
Build the Circuit Cellar MPX-16 computer system,

Build the Circuit Cellar MPX-16 computer system,

part 1. Ciarcia, Steve. col 7:11 Nov82
p78-114 *** Microcomputer System / 8088
Build the Circuit Cellar MPX-16 computer system,
part 2. Ciarcia, Steve. col 7:12 Dec82
p42-78 *** Microcomputer System / 8088
Build the Microvox text-to-speech synthesizer,
part 1: hardware Ciarcia, Steve col 7:2

part 1: hardware. Ciarcia, Steve. col 7:9
Sep82 p64-88 *** Voice Synthesis
Build the Microvox text-to-speech synthesizer,
part 2: software. Ciarcia, Steve. col L9
7:10 Oct82 p40-64 *** Voice Synthesis /
Programming Instruction

Programming Instruction
COSMAC EPROM programmer. Rubis, Dan. art L3
7:1 Jan82 p344-364 *** COSMAC / EPROM
CP/M, your time has come (real-time clock).
Calaway/Hill. art L3 7:5 May82 p479-493
*** Clock / CP/M
Everyone can know the real time (real-time clocks). Ciarcia, Steve. col L1 7:5 May82
p34-58 *** Clock / Z8
General-purpose L/O board for the Color Computer

General-purpose I/O board for the Color Computer.
Barden, William. art Ll 7:6 Jun82
p260-282 *** Interface / TRS-80 Color /

p260-282 *** Interrace / Note TRS-80 Models I Input/Output General-purpose I/O board for the TRS-80 Models I and III. Barden, William. art Ll 7:8 Aug82 p291-321 *** Input/Output / TRS-80 Model I / TRS-80 Model III

TRS-80 Model III
Give your Apple a voice (Radio Shack Speech
Synthesizer). Blankenship, John. art Ll 7:
May82 p446-456 *** Voice Synthesis /
Interface / Apple II
Homebrew graphics digitizer. Atkins/Castro-Cid.
art Ll 7:2 Feb82 p72-86 *** Graphics /
Art / Graphics Tablet
Let the MC68701 program itself. Homebrew

Art / Graphics Tablet

Let the MC68701 program itself. Morales/Ruhberg.
col L3 7:8 Aug82 p380-394 *** EPROM /
68701 / EPROM Programmer

Memory expansion for the Zx80. Ernde, Hilton.
art L3 7:1 Jan82 p216-232 *** Memory /
Kit Building / Sinclair Zx80

Microvec: the other type of video display.
Garrett, Billy. art L1 7:11 Nov82 p508-528
*** Video Display / High Resolution Graphics
/ TRS-80 Model IM
Model III A to D revisited. Barden, William.
art L1 7:9 Sep82 p398-418 ***
Analog/Digital Circuit / TRS-80 Model III / A/D
Converter

Analog/Digital Circuit / TRS-80 Model III / Ay Converter
PO(r)tpourri of ideas (TRS-80 tone generator, telephone dialer, RS-232). Barden, William, art L3 7:4 Apr82 pl58-182 *** TRS-80 Model I / TRS-80 Model III / Input/Output Putting real-world interfaces to work, part 1 (TRS-80 monitoring). Barden, William. art 7:10 Oct82 p96-123 *** Control / TRS-80 Model I / Interface
Turn your Apple II into a storage oscilloscope. Korba, Larry. art L3 7:9 Sep82 p520-530 *** Test Equipment / Apple II
Use infrared communication for remote control. Ciarcia, Steve. col 7:4 Apr82 p40-49 *** Control / Home
Use voiceprints to analyze speech. Ciarcia, Steve. col 7:3 Mar82 p50-64 *** Speech Recognition

HARDWARE CONSTRUCTION (CONTINUED)

Versatile low-cost microprocessor controller module. Craig, David. art 7:12 Dec82 p466-498 *** Control / 6802

Voice synthesis for the Color Computer: third in a series. Barden, William. art L3 7:2 Feb82 p258-286 *** TRS-80 Color / Voice Synthesis Synthesis

HARDWARE MODIFICATION

Accidental reset protection for the Apple II.
DeWilde, Greg. col 7:1 Jan82 p234-238
Apple II

a full-sized keyboard to Sinclair's ZX80 Cosshall, Wayne. art 7:3 Mar82 p256-261
*** Sinclair ZX80 / Keyboard
Double your TRS-80's graphics resolution.
Haddad, George. col LI 7:7 Jul82 p448-451
*** TRS-80 Model I / Graphics
Modify your Paper Tiger for different paper
thicknesses.

thicknesses. Sarna, R.P.. art 7:3 Mar82 p158-160 *** Printer 30 starting address; one jump further. Lemmen, Steven. col 7:1 Jan82 p433-435 *** Z-80

HARDWARE REVIEW

LUMARK REVIEW
Abilityphone (message system for handicapped
people). Rush, William. hr 7:9 Sep82
p240-246 *** Handicapped / Telecommunications Telephone

/ Telephone
Autocontrol's AC-85: a CP/M system on one board.
Benedict, JoAnne. hr 7:12 Dec82 p250-256
*** Microcomputer System / CP/M / AC-85
BMC if800. Kocher/Keith. hr 7:5 May82 p62-66
*** Microcomputer System / BMC if800
Base 2 printer. Jeffries, Walter. hr 7:3
Mar82 p200-216 *** Printer
Bubcom80. Kocher/Keith. hr 7:5 May82 p92-100
*** Microcomputer System / Bubble Memory /
Bubcom80

Bubcom80

Bubcom80
CMOS: memory with a future, ideas behind
CompuPro's RAM 17. Anderton, Craig. hr 7:1
Jan82 p416-419 *** Memory / S-100 Bus
Canon CX-1. Kocher/Keith. hr 7:5 May82
p66-69 *** Microcomputer System / Canon CXCloser look at the IBM Personal Computer.
Williams, Gregg. hr L1 7:1 Jan82 p36-68
*** IBM Personal Computer / Microcomputer
System

TS-80 Color / Operating System / Sistem Colne Robotics Armdroid: the small-systems robot. Leininger, Steve. hr 7:5 May82 p286-294

*** Robots / Kit Building
Colonial SB-80. Little, Arthur. hr 7:11 Nov82 p324-334 *** Microcomputer System / SB-80
Color Computer disk system. Stearman, Colin. hr 7:7 Jul82 p312-328 *** Minidisk Drive / TRS-80 Color / Operating Systems
Commodore 4022 printer. Holmes, Joseph. hr 7:3 Mar82 p26-36 *** Printer / PET / CBM
Fujitsu FM-8. Kocher/Keith. hr 7:5 May82 p86-92 *** Microcomputer System / Fujitsu FM-8
Heath/Zenith Model 47 dual floppy-disk system. Kern, Christopher. hr 7:8 Aug82 p398-4006

*** Floppy Disk Drive / Heath H89 / Cenith Z89
Hewlett-Packard interface loop - HPIL: unique
two-wire system... Katz, Robert. hr 7:4
Apr82 p76-93 *** Calculator / Interface
Hitachi MB-6890. Kocher/Keith. hr 7:5 May82
p74-84 *** Microcomputer System / Hitachi
MB-6890

p74-84 MB-6890

Integral Data Systems' Prism Printer. Umlor, Ed. hr 7:3 Mar82 p44-49 *** Color Printer / Printer

It all depends on your viewpoint (ADDS Viewpoint video terminal). Moore, Allen. hr 7:7 Jul8. p408-411 *** Terminal Lobo Max-80. Daneliuk, Tim. hr 7:12 Dec82 p390-391 *** Microcomputer System / Lobo

Max-80

Max-80
Mediamix's ETI. Welborn, Robert. hr 7:7 Jul82
p284-288 *** Printer / Interface / Typewriter
NEC PC-8001 A. Kocher/Keith. hr 7:5 May82
p69-74 *** PC-8001 / Microcomputer System
RCA VP-3301 data terminal. Daneliuk, Tim. hr
7:1 Jan82 p123-128 *** Terminal
SD Systems' 280 Starter Kit. Angevine, Wayne.
hr 7:1 Jan82 p332-342 *** Z-80 /
Microcomputer System / Kit Building
Six personal computers from Japan. Kocher/Keith.
art 7:5 May82 p61-102 *** Microcomputer
System / Benchmark Testing
Tele-VIC: Commodore breaks the \$100 price barrier
for modems. Lebow, Max. hr Ll 7:3 Mar82

Tele-VIC: Commodore breaks the \$100 price barrie for modems. Lebow, Max. hr Ll 7:3 Mar82 p240-246 *** VIC-20 / Modem / Terminal Victor victorious: the Victor 9000 computer. Lemmons, Phil. hr 7:11 Nov82 p216-254 *** Microcomputer System / Victor 9000 Wyse Technology's WY-100 terminal. Haas, Mark. hr 7:10 Oct82 p392-396 *** Terminal

APPLE II

Apple II 80-column video boards: five popular units. Howland, John. hr 7:5 May82 p252-266 *** Video Display / Apple II

Apple III and its new Profile. Moore, Robin. hr Ll 7:9 Sep82 p92-132 *** Apple III / Hard Disk Drive / Benchmark Testing

Applescope stores dual traces. MacNicol, Gregory. hr 7:6 Jun82 p364-372 *** Test Equipment / Apple II

Assisted instructional development system. Wolfe, George. hr 7:8 Aug82 p408-414 *** Computer Assisted Instruction / Apple II / Education

Cognivox VIO-1003: voice recognition and output for the Apple II. Murray, William. hr 7:9 Sep82 p231-238 *** Speech Recognition / Apple II

HARDWARE REVIEW (CONTINUED)

Dithertizer II (video-digitizer interface for the Apple II). Tomas, Joe. hr 7:2 Feb82 p219-224 *** Digital Video / Interface / Apple II

Apple II
John Bell Engineering's Apple II Parallel
Interface Board. Rhodes, Ned. hr L3 7:3
Mar82 p414-430 *** Parallel Input/Output /
Apple II / Clock
More Apple 80-column boards. Williams, Gregg.
hr 7:5 May82 p266-271 *** Video Display /
Apple II

Apple II
Soundchaser Computer Music Systems. Moog,
Robert. hr 7:12 Dec82 p260-277 *** Music
/ Apple II / Musical Instrument
Strawberry Tree's Dual Thermometer Card for the

Apple. Murray, William. hr 7:4 Apr82 p96-100 *** Apple II

BUSINESS

Commodore 8032 business system. Dickerman,
Harold. hr 7:8 Aug82 p366-376 ***

Business / Microcomputer System / CBM 8032
Osborne 1. Dahmke, Mark. hr 7:6 Jun82
p384-362 *** Osborne 1 / Microcomputer System Business

EDUCATION

Assisted instructional development system.
Wolfe, George. hr 7:8 Aug82 p408-414 ***
Computer Assisted Instruction / Apple II /

GAMES
Vectrex Arcade System. Clark, Pamela. hr 7:12
Dec82 p92-93 *** Video Game System / Games /
Arcade

GRAPHICS

GRAPHICS
Cambridge Development Lab's High-Resolution Video Graphics System. DeKock, James. hr 7:11
Nov82 p148-160 *** Interface / High Resolution Graphics / S-100 Bus
Graphics II by Selanar: high-resolution hard copy from a DECwriter. Macero/et al. hr L1 7:3
Mar82 p172-196 *** High Resolution Graphics / Printer

/ Printer Scion Color System. Dahmke, Mark. hr 7:7 Jul82 p54-59 *** Color Graphics / S-100 Bus / High Resolution Graphics

HEATH H8

8080-based remote appliance controller.
Staehlin, David. art L3 7:1 Jan82 p239-292
*** Control / Home / 8080

Heath/Zenith Model 47 dual floppy-disk system. Kern, Christopher. hr 7:8 Aug82 p398-406 *** Hardware Review / Floppy Disk Drive / Zenith Z89

HEXADECIMAL Base conversion on the TRS-80 Pocket Computer.
Dolan, David. col L1 7:4 Apr82 p436-438
*** Conversions / Binary / TRS-80 Pocket

Computer
Getting the most from your TI programmer.
Patton, Robert. col L9 7:9 Sep82 p540-541
*** Calculator / Conversions / Decimal
HIGH RESOLUTION GRAPHICS

GH RESOLUTION GRAPHICS
Cambridge Development Lab's High-Resolution Video
Graphics System. Dekock, James. hr 7:11
Nov82 p148-160 *** Hardware Review /
Interface / S-100 Bus
Double-width Silentype graphics for your Apple.
Putney, Charles. col L3 7:2 Feb82 p413-423
*** Apple II / Printer / Utility Program
Executive briefing system: a color graphics
development for the Apple II . Callamaras,
Peter. sr 7:11 Nov82 p164-170 ***
Software Review / Utility Program / Apple II
Four new products from Radio Shack (TRS-80 Model
16, hard disk, terminal). Morgan, Chris. art
7:3 Mar82 p40-43 *** Hard Disk Drive /
TRS-80 Pocket Computer / TRS-80 Model 16
GRPRINT: an Apple utility program for dot-matrix
printers. Arnott, Douglas. art L3 7:12
Dec82 p398-403 *** Utility Program / Printer

printers. Arnott, Douglas. art L3 7:12
Dec82 p398-403 *** Utility Program / Printer
/ Apple II Graphics II by Selanar: high-resolution hard copy

Graphics II by Selamar: nigh-resolution hard copy from a DECwriter. Maceroyet al. hr L1 7:3 Mar82 p172-196 *** Hardware Review / Printer Microvec: the other type of video display. Garrett, Billy. art L1 7:11 Nov82 p508-528 *** Video Display / Hardware Construction / TRS-80 Model II.

Scion Color System. Dahmke, Mark. hr 7:7 Jul82 p54-59 *** Hardware Review / Color Graphics / S-100 Bus

Tronic imagery. Sorensen, Peter. art 7:11 Nov82 p48-74 *** Motion Pictures / Animation HIGHER EDUCATION

Computer toolbox (microcomputer as a lab assistant). Bernstein, Mark. art 7:3 Mar82 p456-465 *** Research / Science / FORTH Logo update. Lemmons, Phil. art 7:8 Aug82 p334-340 *** Logo / Secondary Education / Elementary Education

HISTORY Historian and the microcomputer. Rowney, Don. art 7:7 Jul82 pl66-176 *** Social Science

art 7:7 Jul82 pl66-176 *** Social Science / Statistics Microprocessor's tenth birthday. Morgan, Chris. col 7:3 Mar82 p6-10 *** Microprocessor / 4004

HITACHI MB-6890 Hitachi MB-6890. Kocher/Keith. hr 7:5 May82 p74-84 *** Hardware Review / Microcomputer

ME
8080-based remote appliance controller.
Staehlin, David. art L3 7:1 Jan82 p239-292
*** Control / 8080 / Heath #8
Adapting "Harvesting the Sun's Energy" for the
Commodore PET. Berry, Jerry. col L1 7:6
Jun82 p404-408 *** Solar Energy / PET /
Conversions

Conversions

conversions to the infrared communication for remote control. Ciarcia, Steve. col 7:4 Apr82 p40-49 *** Control / Hardware Construction

HOMEBREW

REBREW
Tips on homebrewing / BASIC in ROM / Line
disturbances / Clock. Ciarcía, Steve. col
7:8 Aug82 p418-420 *** Ask BYTE / Power
Supply / Clock HUMOR

HUMOR
Generic word processor: a word-processing system
for all your needs. Schrodt, Philip. art 7:4
Apr82 p32-36 ***
MicroShakespeare - 3. Kalnik, Andrew. col 7:4
Apr82 p362-366 ***
IBM PERSONAL COMPUTER
Closer look at the IBM Personal Computer.
Williams, Gregg, hr Ll 7:1 Jan82 p36-68
*** Hardware Review / Microcomputer System
Human-factors case study based on the IBM
Personal Computer. Cooper/et al. art 7:4
Apr82 p56-72 *** User Interface / Keyboard /
Video Display
Lotus Development Corporation's 1-2-3. Williams,

Video Display
Lotus Development Corporation's 1-2-3. Williams,
Gregg. sr 7:12 Dec82 pl82-198 ***
Software Review / Spreadsheet
MS-DOS and CP/M-86 on the IBM Personal Computer:
not my dream... Tinsdale, Mark. col 7:7
Jul82 p354-355 *** Operating Systems /
CP/M-86 / MS-DOS
Of IBM, operating systems and Rosetta Stones.
Morgan, Chris. col 7:1 Jan82 p6-10 ***
Operating Systems / Standards
IEEE-488 BUS
Data in, garbage out / RS-232C-to-IEFF-488

EE-488 BUS
Data in, garbage out / RS-232C-to-IEEE-488
interface. Ciarcia, Steve. col 7:5 May82
p400-404 *** Ask BYTE / Power Supply / RS-232
Input/Output primer, part 3: the parallel and
HPI8 (IEEE-488 interfaces). Leibson, Steve.
art 7:4 Apr82 p186-208 *** Parallel
Input/Output / Computer Instruction / Interface
S8070

INS8070 INSB070 series instruction set summary. Chiang, James. col 7:7 Jul82 p406-407 *** Documentation IMAGE PROCESSING

Build a video digitizer (image processing). Keryan, Michael. art 7:11 Nov82 p174-192 *** Hardware Construction / Digital Video INDEXING

1982 BYTE index. Microcomputer Index. col 7:12
Dec82 p518- *** Information Sources
INFORMATION SOURCES

1982 BYTE index. Microcomputer Index. col 7:12
Dec82 p518- *** Indexing

Dec82 PSIE index. Microcomputer Index. Col /:
Dec82 pSi8- *** Indexing
Career opportunities in computing. Johnston,
Jacqueline. art 7:4 Apr82 p439-446 ***
Job Opportunities / Career Opportunities
Computers can play a dual role for disabled
individuals. Vanderheiden, Gregg. art 7:9
Sep82 p136-162 *** Handicapped
Logo in the schools. Watt, Daniel. art 7:8
Aug82 p116-134 *** Logo / Elementary
Education / Resparch

Education / Research

Education / Research
INFORMATION STORAGE
Binary-coded text: a text compression method.
Tropper, Richard. art 7:4 Apr82 p398-413
*** Binary-Coded Text
Effective text-compression algorithm. Cortes;
David. art 19 7:1 Jan82 p397-403

Programming Design / Word Processing / Data
Structures Structures

Generate Huffman codes. Sellers, Jeff. col L1 7:7 Jul82 p441 *** Videodiscs and optical data storage. Moberg/Laefsky. art 7:6 Jun82 p142-160 ***

Moberg/Laefsky. art 7:6 Jun82 p142-16 Videodisc / Research / Office Automation INPUT/OUTPUT

PUT/OUTPUT

Adaptive-firmware card for the Apple II

(alternative input techniques). Schwejda/et
al. art 7:9 Sep82 p276-314 ***

Handicapped / Hardware Construction / Apple II

General-purpose I/O board for the Color Computer.

Barden, William. art Ll 7:6 Jun82
p260-282 *** Hardware Construction /
Interface / TRS-80 Color

General-purpose I/O board for the TRS-80 Models I
and III. Barden, William. art Ll 7:8 Aug82
p291-321 *** Hardware Construction / TRS-80

Model I / TRS-80 Model III
Input/Output primer, part I: what is I/O?.

Model I / TRS-80 Model III
Input/Output primer, part 1: what is I/O?.
Leibson, Steve. art 7:2 Feb82 pl22-146 ***
Computer Instruction / Definitions
Input/Output primer, part 2: interrupts and
direct memory access. Leibson, Steve. art
7:3 Mar82 pl26-140 *** Computer Instruction
Input/Output primer, part 6: interrupts, buffers,
grounds and.... Leibson, Steve. art 7:7
Jul82 p34-46 *** Interface
Input/Output primer, part 5: character codes.

Jul82 p34-46 *** Interface
Input/output primer, part 5: character codes.
Leibson, Steve. art 7:6 Jun82 p242-258 ***
Baudot Code / ASCII
Little Apple SOS with your Pascal. O'Konski,
Tim. art L3 7:12 Dec82 p448-482 ***
Apple III / Pascal / Documentation
Po(r)tpourri of ideas (TRS-80 tone generator,
telephone dialer, RS-232). Barden, William.
art L3 7:4 Apr82 p158-182 *** TRS-80
Model I / TRS-80 Model III / Hardware Construction

INPUT/OUTPUT (CONTINUED)

PUT/OUTPUT (CONTINUED)
Ports of entry and soft breezes for the Color computer and Model III. Barden, William. art L3 7:5 May82 p162-198 *** TRS-80 Color / TRS-80 Model III / Tape Cassette
VIA experiment board / Totem poles and TTL / Bus standard stops here. Ciarcia, Steve. col 7:4 Apr82 p429 *** Apple II / S-100 Bus / Standards

MprdZ p429 *** Apple II / S-100 Bus / Standards
INTEGRATED CIRCUITS
VIP expansion / TTL data books. Ciarcia, Steve. col 7:3 Mar82 p446-447 *** VIP
INTERFACE

AC motor control: simple algorithms and nardware.
Nyberg, Jostein. col 7:1 Jan82 pl18-121
*** Control / Hardware Construction
Add a cassette interface to your VIC-20.
Hale,
William. col 7:3 Mar82 p272-274
Hardware Construction / Tape Cassette / VIC-20 Hardware Construction / Tape Cassette / VIC-20
Add a peripheral interface adapter to your Apple
II. Ciszewski, Kenneth. col 13 7:1 Jan82
p324-330 *** Hardware Construction / Parallel
Input/Output / Apple II
Add programmable sound effects to your computer.
Ciarcia, Steve. col Ll 7:7 Jul82 p60-72
*** Sound Effects / Hardware Construction
Analog interfacing in the real world. Ciarcia,
Steve. col 7:1 Jan82 p72-98 *** Hardware
Construction / Analog/Digital Circuit /
Digital/Analog Circuit
Apple talks with the deaf. Rhodes, Ned. art L3
7:1 Jan82 p366-386 *** Handicapped / Apple
II / Telecommunications
Build an interactive-videodisc controller

Build an interactive-videodisc controller (Pioneer VP-1000). Ciarcia, Steve. col 7:6 Jun82 p60-74 *** Videodisc / Control /

Jun82 p60-74 *** Videodisc / Control / Hardware Construction
Cambridge Development Lab's High-Resolution Video Graphics System. DeKock, James. hr 7:11
Nov32 p148-160 *** Hardware Review / High Resolution Graphics / S-100 Bus
Dithertizer II (video-digitizer interface for the Apple II). Tomas, Joe. hr 7:2 Feb82
p219-224 *** Hardware Review / Digital Video / Apple II

Apple II

General-purpose I/O board for the Color Computer.

Barden, William. art L1 7:6 Jun82
p260-282 *** Hardware Construction / TRS-80

p260-282 *** Hardware Construction / TRS-IColor / Input/Output
Give your Apple a voice (Radio Snack Speech
Synthesizer). Blankenship, Jonn. art Ll
May82 p446-456 *** Voice Synthesis /
Hardware Construction / Apple II
Hewlett-Packard interface loop - HPIL: unique
two-wire system... Katz, Robert. hr 7:4
Apr82 p76-93 *** Hardware Review /
Calculator

Calculator

Calculator
High-resolution sprite-oriented color graphics.
Ciarcia, Steve. col L3 7:8 Aug82 p57-80
*** Color Graphics / Apple II / Logo
Inexpensive transducers for the TRS-80, part II
(real-world monitoring). Barden, William. art
7:11 Nov82 p416-444 *** TRS-80 Model I /
TRS-80 Color / A/D Converter

TRS-80 Color / A/D Converter
Input/Output primer, part 3: the parallel and
HPIB (IEEE-488 interfaces) Leibson, Steve.
art 7:4 Apr82 pl86-208 *** Parallel
Input/Output / IEEE-488 Bus / Computer Instruction
Input/Output primer, part 4: the 8CD and serial
interfaces. Leibson, Steve. art 7:5 May82
p202-220 *** Serial Input/Output / Binary
Coded Decimal / RS-232
Input/Output primer, part 6: interrupts, buffers,
grounds and... Leibson, Steve. art 7:7
Jul82 p34-46 *** Input/Output
Mediamix's ETI. Welborn, Robert. hr 7:7 Jul82
p284-288 *** Hardware Review / Printer /
Typewriter

Typewriter
Practical dynamic-memory system design. Belics,
Rob. art 7:12 Dec82 p372-385 *** Memory /

Putting real-world interfaces to work, part I (TRS-80 monitoring, Barden, William, art 7:10 Oct82 p96-123 *** Hardware Construction / Control / TRS-80 Model I Videodisc interfacing primer. Daynes, Rod. art 7:6 Jun82 p48-59 *** Videodisc / Definitions

INTERVIEW

Chuck Peddle: an interview with the chief designer of the Victor 9000. Lemmons, Phil. art 7:11 Nov82 p25b-271 *** People / Design / Victor 9000

Adapting microcomputers to Wall Street. Franz, Robert. art 7:10 Oct82 p80-92 *** Stock Market / Management / Business

JOB OPPORTUNITIES Gareer opportunities in computing. Johnston, Jacqueline. art 7:4 Apr82 p439-446 *** Career Opportunities / Information Sources

JOYSTICK

Build a joystick A-to-D converter for the TRS-80

Model I or III. Barden, William. art L1 7:1

Jan82 pi60-184 *** Analog/Digital Circuit /
TRS-80 Model I / TRS-80 Model III

KEYBOARD

// Add a full-sized keyboard to Sinclair's ZX80.

Cosshall, Wayne. art 7:3 Mar82 p25b-26l

*** Hardware Modification / Sinclair ZX80

Human-factors case study based on the IBM

Personal Computer. Cooper/et al. art 7:4

Apr82 p56-72 *** User Interface / IBM

Personal Computer / Video Display

MOD III: TRS-80 Model III features for your Model

I. Rocke, Joe. art Ll 7:4 Apr82 p380-396

*** TRS-80 Model I / Utility Program / Video
Display

KEYBOARD (CONTINUED)
Redefining Atari characters / Keyboard connection
/ Battery Apple. Clarcia, Steve. col 7:7
Jul 22 p420-421 *** Ask BYTE / Atari / Power
Supply

Supply
Slew of languages, a slap at documentation, and a curse at keyboards. Pournelle, Jerry. col 7:12 Dec82 p222-246 *** Languages / Pascal / C Programming Language
Soroc IQ-120 slave monitor / OSI shift-lock

Soroc IQ-120 slave monitor / OSI shift-lock problem / Audible alarms. Ciarcia, Steve. co 7:6 Jun82 p434-435 *** Ask BYTE / Video Display / OSI
Terminal madness, The Word, Grammatik, and then some. Pournelle, Jerry. col 7:6 Jun82 p286-300 *** Terminal / Spelling / Pascal Terminals, keyboards, and..software piracy. Pournelle, Jerry. col 7:11 Nov82 p394-415 *** Terminal / Software Piracy / Book Review Thirty more days to faster input. Roberts, Edward. col L1 7:1 Jan82 p186 *** Computer Assisted Instruction / TRS-80 Model I / Education

Education

KIT BUILDING Build a computerized weather station. Ciarcia, Steve. col L3 7:2 Feb82 p38-68 *** Weather / Hardware Construction / Voice Synthesis

Synthesis
Colne Robotics Armdroid: the small-systems robot.
Leininger, Steve. hr 7:5 May82 p286-294
*** Hardware Review / Robots
Memory expansion for the ZX80. Ernde, Hilton.
art L3 7:1 Jan82 p216-232 *** Memory /
Hardware Construction / Sinclair ZX80
SD Systems' Z80 Starter Kit. Angevine, Wayne.
hr 7:1 Jan82 p332-342 *** Hardware Review
/ Z-80 / Microcomputer System
SP

SP
App-L-ISP (Apple II LISP). Bonar/Levitan. sr
J 7:6 Jun82 p220-230 *** Software Review
/ Apple II
Conditionals in LISP (decision-making function).
Howard, M.S. col L9 7:6 Jun82 p493-496
*** Decision Making / Programming Instruction
Semidisk, Software Tools, the BDOS blues, Power,
and LISPs. Pournelle, Jerry. col 7:8 Aug82
p342-363 *** CP/M / Book Review / Utility
Program
ROUAGES

LANGUAGES

WAUGUS BASIC and Pascal benchmark, elegance, apologies and FORTH. Pournelle, Jerry. col Ll 7:10 Oct82 p254-288 *** Benchmark Testing / FORTH / BASIC

Interpretive language used to program the CPR

Interpretive language used to program the CPR system. Laumer, Mike. art L9 7:6 Jun82 p126-130 *** Videodisc / Apple II
Operating systems, languages, statistics, pirates and the lone wolf. Pournelle, Jerry. col 7:1 Jan82 p132-158 *** Operating Systems / Statistics / Software Piracy
Problem oriented language, part 1: a new method of input. Finger, Mark. art Ll 7:12 Dec82 p314-368 *** Programming Design
Slew of languages, a slap at documentation, and a curse at keyboards. Pournelle, Jerry. col 7:12 Dec82 p222-246 *** Pascal / C Programming Language / Keyboard

Case of the purloined object code: can it be

Case of the purloined object code: can it be solved (partl)? Stern, Richard. art 7:9 Sep82 p420-438 *** Copyright / Software Publishing / Patent
Case of the purloined object code: can it be solved?, part 2 (protection). Stern, Richard. art 7:10 Oct82 p210-222 *** Copyright / Software Publishing
Copyrights, computers and the Betamax case. Klasson, Walter. art 7:5 May82 p22-30 *** Copyright / Software Publishing / Software

Copyright / Software Publishing / Software

Naming your software: considerations under the trademark laws. Becker, Stephen. art 7:10 Oct82 p380-384 *** Software Publishing LOBO MAX-80

Lobo Max-80. Daneliuk, Tim. hr 7:12 Dec82 p390-391 *** Hardware Review / Microcomputer System

Goginers's guide to Logo. Abelson, Harold. art
L9 7:8 Aug82 p88-112 *** Programming
Instruction / Graphics
Designing computer-based microworlds (Logo).
Lawler, R.W. art L9 7:8 Aug82 p138-160
*** Education / Programming Design
Group of the turtle (group theory in Logo).
Leron, Uri. art 7:8 Aug82 p330-331 ***
Mathematics / Children / Research
High-resolution sprite-oriented color graphics.
Ciarcia, Steve. col L3 7:8 Aug82 p57-80
*** Color Graphics / Interface / Apple II
Introducing Logo to children. Solomon, Cynthia.
art L9 7:8 Aug82 p196-208 *** Programming
Instruction / Children
Lamplighter project (Logo). Gorman, Henry, art

Instruction / Children
Lamplighter project (Logo). Gorman, Henry. art
7:3 Aug82 p331-332 *** Elementary Education
Leading fish to water: early observations on the
use of Logo. Higginson, William. art 7:8
Aug82 p328-329 *** Apple II / Education
Learning physics from a dynaturtle.
diSessa/White. art 7:8 Aug82 p324 ***
Physics / Secondary Education
Logo - a cultural glossary. Goldenberg, E. Paul.
art 7:8 Aug82 p210-228 *** Definitions
Logo for the Apple II, the TI-99/4A and the
TRS-80 Color Computer. Williams, Gregg. sr
L9 7:8 Aug82 p230-290 *** Software Review
/ Apple II / TI-99/4A

LOGO (CONTINUED)

Logo in the schools. Watt, Daniel. art 7:8
Aug82 pll6-134 *** Elementary Education /
Research / Information Sources

Aug82 pl16-134 *** Elementary Education / Research / Information Sources
Logo music. Bamberger, Jeanne. art 7:8 Aug82 p325-328 *** Music / Apple II
Logo project PROKOP. Boecker/Fischer. art 7:8 Aug82 p329-330 *** Secondary Education / Research / Problem-Solving
Logo research at Bank Street College.
Jewson/Pea. art 7:8 Aug82 p332-333 *** Research / Children / Problem-Solving
Logo update. Lemmons, Phil. art 7:8 Aug82 p343-340 *** Secondary Education / Elementary Education / Higher Education
Logo: an approach to educating disabled children.
Weir/et al. art 7:9 Sep82 p342-360 *** Handicapped / Special Education / Children
Problem solving with Logo: using turtle graphics to redraw a design. Weinreb, William. art L9 7:11 Nov82 pil8-134 *** Turtle Graphics / Apple II / Problem-Solving with Logo: using turtle graphics to redraw a design. Weinreb, William. art L9 7:11 Nov82 pil8-134 *** Turtle Graphics / Apple II / Problem-Solving skills). Harvey, Brian. art L9 7:8 Aug82 p163-193 *** Education / Problem-Solving Young People's Logo Association. Muller, James. art 7:8 Aug82 p333-334 *** Associations / Clubs
WERCASE MODIFICATION

LOWERCASE MODIFICATION AERCASE MODIFICATION
LOwercase descenders for the Epson MX-70 (Apple II). Piggott, Bruce. art L3 7:3 Mar82 p248-254 *** Utility Program / Apple II / Printer

MIKBUG and the TRS-80, part 2: A file transfer and debugging package. Labenski, Robert. art L3 7:1 Jan82 p100-110 *** Utility Program / TRS-80 Model I / Terminal

Limited high-level languages: caveats for MS-DOS

Limited high-level languages: caveats for MS-DOS software developers. Wilson, Camilo. col 7:7 Jul82 p334 *** Operating Systems MS-DOS and CP/M-86 on the IBM Personal Computer: not my dream... Tinsdale, Mark. col 7:7 Jul82 p354-355 *** Operating Systems (CP/M-86 / IBM Personal Computer MS-DOS and CP/M-86: a system manufacturer's view. Lomas, Richard. col 7:7 Jul82 p352 *** Operating Systems / CP/M-86 Strengths and gaps in MS-DOS and CP/M-86. Fortson/Lock. col 7:7 Jul82 p342-344 *** Operating Systems / CP/M-86 Systems integrator's view of MS-DOS and CP/M-86. Houston, Jerry. col 7:7 Jul82 p338-339 *** Operating Systems / CP/M-86 Upward migration, part 2: a comparison of CP/M-86 and MS-DOS. Taylor/Lemmons. art 7:7 Jul82 p330-356 *** CP/M-86 / Operating Systems / Denating Systems / CP/M-86 / CHINE LANGUAGE

MACHINE LANGUAGE
Easy entry program for Radio Shack's Color
Computer. Field, Tim. col Ll 7:4 Apr82
p482-487 *** TRS-80 Color / Utility Program
MAINTENANCE

Maintenance alternatives for personal computers.
Whitaker, Lewis. art 7:6 Jun82 p452-459
*** Consumer Information

Troubleshooting with electronic signatures.
Piggott, Kenneth. art 7:1 Jan82 p190-204
*** Troubleshooting / Signature Analysis
MANAGEMENT

VAGEMENT

Adapting microcomputers to Wall Street. Franz, Robert. art 7:10 Oct82 p80-92 *** Stock Market / Investment / Business
Personal computer as an interface to a Corporate...information system. McBurney, N.R. art L6 7:10 Oct82 p315-358 *** Terminal / Apple II / Pascal Programming PERT in BASIC. Zimmerman/Conrad. art L1 7:5 May82 p465-478 *** Planning / Business / TRS-80 Model I Programming critical-path method in BASIC. Zimmerman/Conrad. art L1 7:7 Jul82 p378-390 *** TRS-80 Model I / Business UNFACTURING

p378-390 MANUFACTURING

NUFACTURING
Machines behind the machines (Japanese
Manufacturers). Lemmons, Phil. art 7:5
May82 pl15-138 *** Consumer Electronics /
Foreign Competition
State of industrial robotics. Callahan, J.
Michael. art 7:10 Oct82 pl28-142 ***
RRObots / Vendor Guide
RRETING

Japanese manufacturers - how successful will they be?. Zipnick, Ted. col 7:5 May82 pll8 ***
Foreign Competition
MATHEMATICS

Fast approximation for fast Fourier. Polczynski, Mark. col 7:2 Feb82 p248-250 *** Fourier Transforms

Robert. col L1 7:10 Oct82 p312-313 ***
Physics / TRS-80 Model I)

Group of the turtle (group theory in Logo).
Leron, Uri. art 7:8 Aug82 p330-331 ***
Logo / Children / Research

Logo / Unidren / Research
Omni aviation navigation system. Campbell,
Richard. art Ll 7:6 Jun82 p468-478 ***
Navigation / Simulation / Flying
Osborne l, Zeke's new friends, and spelling
revisited. Pournelle, Jerry. col 7:4 Apr82
p212-238 *** Osborne l / Spelling / Word

Processing
Software Arts' TK Solver. Williams, Gregg. sr
7:10 Oct82 p360-376 *** Software Review / Utility Program

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MEDICINE

JICINE
FDA regulation of computerized medical devices.
Jorgens/et al. art 7:9 Sep82 p204-214 ***
Design / Handicapped / Government Regulation
Interactive training in cardiopulmonary
resuscitation. Hon, David. art L9 7:6
Jun82 p108-138 *** Training / Videodisc /
Simulation

Simulation

MEMORY

CMOS: memory with a future, ideas behind CompuPro's RAM 17. Anderton, Craig. hr 7:1 Jan82 p416-419 *** Hardware Review / S-100

bus Letter-quality selectrics / Bank selecting memory / 50 Hz power. Ciarcia, Steve. col 7:10 Oct82 p452 *** Ask BYTE / Typewriter / Power Supply

Memory expansion for the ZX80. Ernde, Hilton. art L3 7:1 Jan82 p216-232 *** Kit Building / Hardware Construction / Sinclair

Practical dynamic-memory system design. Belics, Rob. art 7:12 Dec82 p372-385 *** Design /

Practical dynamic-memory system design. Rob. art 7:12 Dec82 p372-385 *** Design / Interface
Test your memory using the Barber-Pole algorithm. Pinnick, H.R. art L.3 7:12 Dec82 p414-444 *** Test / 8080 / 8085
MICROCOMPUTER SYSTEM Autocontrol's Ac-85: a CP/M system on one board. Benedict, JoAnne. hr 7:12 Dec82 p250-256 *** Hardware Review / CP/M / Ac-85: BMC if800. Kocher/Keith. hr 7:5 May82 p62-66 *** Hardware Review / BMC if800 Briefcase computer market heats up. Morgan, Chris. col 7:7 Jul82 pb-10 *** Portable Computer / Terminal Bubcom80. Kocher/Keith. hr 7:5 May82 p92-100 *** Hardware Review / Bubble Memory / Bubcom80 Build the Circuit Cellar MPX-16 computer system, part 1. Ciarcia, Steve. col 7:11 Nov82 p78-114 *** Hardware Rostruction / 8088 Build the Circuit Cellar MPX-16 computer system, part 2. Ciarcia, Steve. col 7:12 Dec82 p42-78 *** Hardware Construction / 8088 Canon CX-1. Kocher/Keith. hr 7:5 May82 p66-09 *** Hardware Review / Canon CX-1 Closer look at the IBM Personal Computer. Williams, Gregg, hr L1 7:1 Jan82 p36-68 *** Hardware Review / IBM Personal Computer Colonial SB-80. Little, Arthur. hr 7:11 Nov82 p324-334 *** Hardware Review / SB-80 Commodore 8032 business system. Dickerman, Harold. hr 7:8 Aug82 p366-376 ***

p324-334 *** Hardware Review / SB-80 Commodore 8032 business system. Dickerman, Harold. hr 7:8 Aug82 p366-376 *** Hardware Review / Business / CBM 8032 Epson HX-20: the first BYTE-sized computer. Williams, Gregg. art 7:4 Apr82 p104-106 *** Epson HX-20

*** Epson HX-20
Epson QX-10 Valdocs System. Williams, Gregg.
art 7:9 Sep82 p54-57 *** Epson QX-10
Fujitsu FM-8. Kocher/Keith. hr 7:5 May82
p86-92 *** Hardware Review / Fujitsu FM-8
Hitachi MB-6890. Kocher/Keith. hr 7:5 May82
p74-84 *** Hardware Review / Hitachi MB-6890
Japan update (Consumer Electronics Show). Haas,
Mark. art 7:5 May82 p106-110 *** Shows,
Lobo Max-80. Daneliuk, Tim. hr 7:12 Dec82
p390-391 *** Hardware Review / Lobo Max-80
NEC PC-8001 A. Kocher/Keith. hr 7:5 May82
p69-74 *** Hardware Review / PC-8001
Osborne 1. Dahmke, Mark. hr 7:6 Jun82
p348-362 *** Hardware Review / Osborne 1 /
Business

Business

Hardware Review

Business
SD Systems' Z80 Starter Kit. Angevine, Wayne. hr 7:1 Jan82 p332-342 *** Hardware Review / Z-80 / Kit Building
Six personal computers from Japan. Kocher/Keith. art 7:5 May82 p61-102 *** Hardware Review / Benchmark Testing
TRS-80 clock / Low-cost computers. Ciarcia, Steve. col 7:9 Sep82 p500-501 *** Ask BYTE / TRS-80 Model 1 Victor victorious: the Victor 9000 computer. Lemmons, Phil. hr 7:11 Nov82 p216-254 *** Hardware Review / Victor 9000 CROPROCESSOR MICROPROCESSOR

MICROPROCESSOR

8-bit vs. 16-bit / Sensing motions / EPROM
programmer note. Ciarcia, Steve. col 7:6
Jun62 p436-438 *** Ask BYTE / Security

8051 one-chip microcomputer: a most powerful
microcontroller. Boyet/Katz. art 7:12 Dec82
p288-311 *** Control / 8051
Hierarchical interrupts. Foster, Caxton. col
7:5 May82 p457-459 *** Design
Microprocessor's tenth birthday. Morgan, Chris.
col 7:3 Mar82 p6-10 *** History / 4004

MINDISK DRIVE
Color Computer disk system. Stearman, Colin.

Color Computer disk system. Stearman, Colin. 7:7 Jul82 p312-328 *** Hardware Review / TRS-80 Color / Operating Systems

DEM Speech synthesizer application / Problems with EPROM / Modem interface. Ciarcia, Steve. co 7:3 Mar82 p442 *** Ask BYTE / Voice Synthesis / EPROM

Tele-VIC: Commodore breaks the \$100 price barrier for modems. Lebow, Max. hr Ll 7:3 Mar82 p240-246 *** Hardware Review / VIC-20 / Terminal

New Pascal NOW: let Pascal balance your NOW account.
Doyle, Thomas. art L6 7:2 Feb82 p290-322
*** Pascal / Finances

MONITOR Mail order / TRS-80 merge / Z80 monitor / 7:1 Jan82 p404-406 *** Ask BYTE /
Retailing / TRS-80 Model I MOTION PICTURES Tronic imagery. Sorensen, Peter. art 7:11
Nov82 p48-74 *** Animation / High Resolution

Graphics MULTI-PROCESSING Simple multiprocessor implementation.

Harrington, John. art L3 7:4 / p464-471 *** SWTPC / SWTPC 6809 MULTI-TASKING Apr82

Clocked interrupts for the COSMAC Elf. Price, Gary. art L3 7:1 Jan82 p304-322 *** 1802 / Clock / Elf

SIC

Brief introduction to electronic music
synthesizers. Moog, Robert. art 7:12 Dec82
p278-286 *** Design / Musical Instrument
Logo music. Bamberger, Jeanne. art 7:8 Aug82
p325-328 *** Logo / Apple II

Soundchaser Computer Music Systems. Moog,
Robert. hr 7:12 Dec82 p260-277 ***
Hardware Review / Apple II / Musical Instrument
Tuning up the 1802: a simple music composition
trainer. Makosinski, Art. col L2 7:7 Ju182
p442-447 *** 1802 / VIP

p442-447 *** 1802 / VIP
MUSICAL INSTRUMENT
Brief introduction to electronic music
synthesizers. Moog, Robert. art 7:12 Dec82
p278-286 *** cal Instrument
Soundchaser Computer Music Systems.
Robert. hr 7:12 Dec82 p260-277 ***
Hardware Review / sical Instrument
NAVIGATION

NAVIGATION

Omni aviation navigation system. Campbell, Richard. art Ll 7:6 Jun82 p468-478 *** Simulation / Mathematics / Flying NORTH STAR

RTH STAR

Anatomy and development of a batch-processing system. Walters, Gene. art L1 7:5 May82 p334-386 *** Programming Instruction / Programming Design / BASIC

Skip sequential: a new file structure for microcomputers. Purdum, Jack. art L1 7:3 Mar82 p466-472 *** Data Structures / Programming Instruction / BASIC

Two word processors for North Star. Coudal, Edgar. sr 7:4 Apr82 p312-320 *** Software Review / Word Processing
Weaving simulator. Heiser, Paul. art L1 7:9 Sep82 p513-519 *** Art

Soroc IQ-120 slave monitor / OSI shift-lock problem / Audible alarms. Ciarcia, Steve. 7:6 Jun82 p434-435 *** Ask BYTE / Video Display / Keyboard OFFICE AUTOMATION

OFFICE AUTOMATION
Videodiscs and optical data storage.
Moberg/Laefsky. art 7:6 Jun82 p142-160 ***
Information Storage / Videodisc / Research
OPERATING SYSTEMS
Color Computer disk system. Stearman, Colin. hr
7:7 Ju182 p312-328 *** Hardware Review /
Minidisk Drive / TRS-80 Color
Disk operating system for FORTH: an in-depth look
at how a DOS operates. Reece, Peter. art L7
7:4 Apr82 p322-358 *** FORTH / Programming
Design / TRS-80 Model 1
LDOS - disk operating system for the TRS-80.

JOS - disk operating system for the TRS-80.

Daneliuk, Tim. sr L1 7:3 Mar82 p372-382

*** Software Review / TRS-80 Model I / TRS-80

Model III

Limited high-level languages: caveats for MS-DOS

Limited high-level languages: caveats for MS-DOS software developers. Wilson, Camilo. col 7:7 Jul82 p334 *** MS-DOS MS-DOS and CP/M-86 on the IBM Personal Computer: not my dream... Tinsdale, Mark. col 7:7 Jul82 p354-355 *** CP/M-86 / IBM Personal Computer / MS-DOS MS-DOS and CP/M-86: a system manufacturer's view. Lomas, Richard. col 7:7 Jul82 p352 *** CP/M-86 / MS-DOS Multidos: a new TRS-80 disk operating system. Archer, Rowland. sr 7:12 Dec82 p392-397 *** Software Review / TRS-80 Model I / TRS-80 Model III

Model III

MODGELIII NEWDOS/80 Version 2.0 (TRS-80 Model I/III). Kelly, Mahlon. sr 7:6 Jun82 p376-400 *** Software Review / TRS-80 Model I / TRS-80 Model

Of IBM, operating systems and Rosetta Stones.
Morgan, Chris. col 7:1 Jan82 pb-10 ***
IBM Personal Computer / Standards

Operating systems, languages, statistics, pirates and the lone wolf. Pournelle, Jerry. col 7:1 Jan82 p132-158 *** Languages / Statistics /

Jan82 p132-158 *** Languages / Štatistics / Software Piracy
Pickles & Trout CP/M for the TRS-80 Model II.
Smith, Hal. sr 7:9 Sep82 p531-536 ***
Software Review / CP/M / TRS-80 Model II
Plotting with the TRS-80 / Matter of environment / Feasibility study. Ciarcia, Steve. col 7:3 Mar82 p445-446 *** Ask BYTE / Plotting / Consumer Information
Strengths and gaps in MS-DOS and CP/M-86.
Fortson/Lock. col 7:7 Jul82 p342-344 ***
CP/M-86 / MS-DOS
Systems integrator's view of MS-DOS and CP/M-86.
Houston, Jerry. col 7:7 Jul82 p338-339 ***
CP/M-86 / MS-DOS
Upward migration, part 2: a comparison of CP/M-86

Upward migration, part 2: a comparison of CP/M-86 and MS-DOS. Taylor/Lemmons. art 7:7 Jul82 p330-356 *** CP/M-86 / Benchmark Testing / MS-DOS

Vote for MS-DOS. Colvin, Neil. col 7:7 Jul82 p356 *** CP/M-86 / MS-DOS OSBORNE 1

Osborne 1, Zeke's new friends, and spelling revisited. Pournelle, Jerry. col 7:4 A p212-238 *** Spelling / Word Processing

OSBORNE 1 (CONTINUED)
OSborne 1. Dahmke, Mark. hr 7:6 Jun82
p348-362 *** Hardware Review / Microcomputer

System / Business

NEC PC-8001 A. Kocher/Keith. hr 7:5 May82 p69-74 *** Hardware Review / Microcomputer System

Adapting "Harvesting the Sun's Energy" for the Commodore PET. Berry, Jerry. col Ll 7:6 Jun82 p404-408 *** Solar Energy / Home /

Conversions
Breaking the jargon barrier: designing programs for humanists. Heite/Heite. art L1 7 Ju182 p76-104 *** Statistics / Social Science / Archaeology
Commodore 4022 printer. Holmes, Joseph. hr 7:
Mar82 p26-36 *** Hardware Review / Printer

/ CBM Composite PET video / Z8-based voice-recognition system. Ciarcia, Steve. col 7:8 Aug82 p420 *** Ask BYTE / Video Display / Speech Recognition

Measuring attitudes with a PET. art Ll 7:7 Jul82 p208-246 Science / Psychology / Survey Social

PL/I for microcomputers (CP/M). Lehman, John. sr L9 7:5 May82 p246-250 *** Software Review / CP/M PARALLEL INPUT/OUTPUT

RALLEL INPUT/OUTPUT
Add a peripheral interface adapter to your Apple
II. Ciszewski, Kenneth. col L3 7:1 Jan82
p324-330 *** Interface / Hardware
Construction / Apple II
Input/Output primer, part 3: the parallel and
HPIB (IEEE-488 interfaces). elibson, Steve.
art 7:4 Apr82 p186-208 *** IEEE-488 Bus /
Computer Instruction / Interface
John Bell Engineering's Apple II Parallel
Interface Board. Rhodes, Ned. hr L3 7:3
Mar82 p414-430 *** Hardware Review / Apple
II / Clock

II / Clock

CHEDIT: a graphics-character editor (Apple Pascal). Sweet, Jerry. art L6 7:5 May82 p426-444 *** Utility Program / Apple II / Graphics

Graphics
Converting Apple DOS and Pascal text files.
Matthews, John. art L6 7:4 Apr82 p447-463
*** Conversions / Apple II / Apple DOS
FIT - a federal income tax program in UCSD
Pascal. Heyman, Edward. art L6 7:2 Feb82
p148-190+ *** Taxes / Federal Government
Four implementations of Pascal. Woteki/Sand. sr
L6 7:3 Mar82 p316-356 *** Software Review
/ CP/M / Benchmark Testing
Guided tour of Apple Pascal units and libraries.
Tonkens, Ross. art L6 7:2 Feb82 p225-244
*** Programming Instruction / Apple II
Idiot-proof input in Pascal. Booch, Grady. col
L6 7:7 Ju182 p452-453 *** Programming
Instruction

L6 /:/ Julia p. ...
Instruction
Interactive 3-D graphics for the Apple II.
Pickholtz, Andrew. art L1 7:11 Nov82
p474-505 *** Three-Dimensional Graphics /

p474-505 *** Three-Dimensional Graphics /
Apple II
Letters, Pascal, CB/80, and Cardfile. Pournelle,
Jerry. col 7:9 Sep82 p318-341 ***
Compiler / Word Processing
Listing the disk directory in CP/M-based Pascal.
Hunt, Daniel. col L6 7:6 Jun82 p497-501
*** Utility Program / CP/M
Little Apple SOS with your Pascal. O'Konski,
Tim. art L3 7:12 Dec82 p448-482 ***
Apple III / Input/Output / Documentation
More maze building. Neldner, Thomas. art L6
7:5 May82 p274-284 *** Puzzles
Pascal NOW: let Pascal balance your NOW account.
Doyle, Thomas. art L6 7:2 Feb82 p290-322
*** Money / Finances
Pascal standards. Doyle, Thomas. col 7:2
Feb82 p322 *** Standards
Personal computer as an interface to a
corporate...information system. McBurney,
N.R. art L6 7:10 Oct82 p315-358 ***
Terminal / Apple II / Management
Slew of languages, a slap at documentation, and a
curse at keyboards. Pournelle, Jerry. col
7:12 Dec82 p222-246 *** Languages / C
Programming Language / Keyboard
Terminal madness. The Word, Grammatik, and then
some. Pournelle, Jerry. col 7:6 Jun82
PATENT
Case of the purloined object code: can it be
solved (part1)?. Stern, Richard. art 7:9

Case of the purloined object code: can it be solved (partl)?. Stern, Richard. art 7:9 Sep82 p420-438 *** Copyright / Law / Software Publishing

Chuck Peddle: an interview with the chief designer of the Victor 9000. Lemmons, Phil. art 7:11 Nov82 p256-271 *** Interview / Design / Victor 9000

PHYSICS

Generating Mohr's circle (TRS-80 Model I). Fink,
Robert. col L1 7:10 Oct82 p312-313 ***

Mathematics / TRS-80 Model I
Learning physics from a dynaturtle.
diSessa/White. art 7:8 Aug82 p324 ***
Logo / Secondary Education
PLANNING
Bauend the pasks of Visicals (Dockton Plan II)

NNNING
Beyond the peaks of Visicalc (Desktop Plan II,
Microfinesse, Plan80). Bishop, Jack. sr 7
Oct82 p29-39 *** Software Review /
Financial Modeling / Business

PLANNING (CONTINUED)

AMMING (CONTINUED)
Programming PERT in BASIC. Zimmerman/Conrad.
art Ll 7:5 May82 p465-478 *** Managem
/ Business / TRS-80 Model I

PLOTTING

OTTING
BASIC plotting subroutine: sophisticated plotting
with your MX-80. Bregoli, Lawrence. art L1
7:3 Mar82 p142-156 *** Utility Program /
Printer / BASIC
Flexibility of VisiPlot (Apple II). Ramsdell,
Robert. sr 7:2 Feb82 p32-36 *** Software
Review / Utility Program / Apple II
Plotting with the TRS-80 / Matter of environment
/ Feasibility study. Ciarcia, Steve. col 7:3
Mar82 p445-446 *** Ask BYTE / Operating
Systems / Consumer Information

Systems / Consumer Information

Computers, fiction and poetry (stories and poems written by computers). McKean, Kevin. art 7:7 Jul82 p50-53 *** Fiction / Writing POLITICS

Microcomputers in the study of politics:
predicting wars.... Schrodt, Philip. art
7:7 Jul82 p108-134 *** Social Science /
Simulation / Predictions
7:88 POLY-88

.T-88 Structured strings in BASIC. Stockburger, David. col Ll 7:5 May82 p308-316 *** Programming Instruction / BASIC / Structured

Programming PORTABLE COMPUTER

RIABLE COMPUTER
Briefcase computer market heats up. Morgan,
Chris. col 7:7 Jul82 p6-10 *** Terminal /
Microcomputer System
Deus ex Machina of the technological age.
Morgan, Chris. col 7:12 Dec82 p6-10 ***

POWER SUPPLY

Data in, garbage out / RS-232C-to-IEEE-488
interface. Ciarcia, Steve. col 7:5 May82
p400-404 *** Ask BYTE / RS-232 / IEEE-488 Bus
Letter-quality selectrics / Bank selecting memory
/ 50 Hz power. Ciarcia, Steve. col 7:10
Oct82 p452 *** Ask BYTE / Typewriter /

Memory
Redefining Atari characters / Keyboard connection
/ Battery Apple. Ciarcia, Steve. col 7:7
Jul82 p420-421 *** Ask BYTE / Atari /
Keyboard
Line Characters / ROSIG in DNM / Line

Tips on homebrewing / BASIC in ROM / Line disturbances / Clock. Ciarcia, Steve. col 7:8 Aug82 p418-420 *** Ask BYTE / Homebrew Clock

PREDICTIONS

Microcomputers in the study of politics: predicting wars... Schrodt, Philip. art 7:7 Jul82 pl08-134 *** Social Science / Politics / Simulation

PRINTER

Politics / Simulation
RINTER
BASIC plotting subroutine: sophisticated plotting
with your MX-80. Bregoli, Lawrence. art L1
7:3 Mar82 pl42-156 *** Plotting / Utility
Program / BASIC
BYTE printer directory. Feigel, Curtis. art
7:3 Mar82 p278-296 *** Directories
Base 2 printer. Jeffries, Walter. hr 7:3
Mar82 p206-216 *** Hardware Review
Braille writing in Pascal. Fant, Alfred. art
L6 7:9 Sep82 p250-268 *** Handicapped
Commodore 4022 printer. Holmes, Joseph. hr 7:3
Mar82 p26-36 *** Hardware Review / PET / CBM
Double-width Silentype graphics for your Apple.
Putney, Charles. col L3 7:2 Feb82 p413-423
*** High Resolution Graphics / Apple II /
Utility Program
Epson MX-80 print-control program for the Apple
II. Starbuck, Bill. col L1 7:3 Mar82

III. Starbuck, Bill. col Ll 7:3 Mar82 p166-170 *** Utility Program / Apple II. Fill forms system: CP/M programs to cut down on paperwork. Roch, Bill. art Ll 7:3 Mar82 p218-238 *** Utility Program / Business / CP/M GRPPINT

PZ18-230

CP/M

GRPRINT: an Apple utility program for dot-matrix printers. Arnott, Douglas. art L3 7:12

Dec82 p398-403 *** Utility Program / High Resolution Graphics / Apple II

Ghost of Epsons past (Epson MX-80 printer problem). Fehrenbach, Paul. col L1 7:7 Jul82 p432-433 ***

Graphics II by Selanar: nigh-resolution hard copy from a DECwriter. Macero/et al. hr L1 7:3 Mar82 p172-196 *** Hardware Review / High Resolution Graphics

High speed printers / Level I tape format / Computer lab essentials. Clarcia, Steve. col 7:3 Mar82 p442-443 *** Ask BYTE / TRS-80 Model I / Test Equipment Integral Data Systems' Prism Printer. Umlor, Ed. hr 7:3 Mar82 p44-49 *** Hardware Review / Color Printer

Lowercase descenders for the Epson MX-70 (Apple

Color Printer
Lowercase descenders for the Epson MX-70 (Apple II). Piggott, Bruce. art L3 7:3 Mar82 p288-254 *** Utility Program / Lowercase Modification / Apple II
Mediamix's ETI. Welborn, Robert. hr 7:7 Jul82 p284-288 *** Hardware Review / Interface / Typewriter

Typewriter

Typewriter
Modify your Paper Tiger for different paper
thicknesses. Sarna, R.P. art 7:3 Mar82
p158-160 *** Hardware Modification
Shape-drawing program for Diablo printers (Apple
II). Brock, Thomas. col Ll 7:3 Mar82
p310-314 *** Utility Program / Apple II
TRS-80 EPROMs / TI-58C printer interface /
ROM-based BASIC / Power backup. Ciarcia,
Steve. col 7:2 Feb82 p365-366 *** Ask
BYTE / TRS-80 Model I / Calculator

PRINTER (CONTINUED)

PRINTER (CONTINUED)

TRS-80 assembly language / Apple 16-bit /
Construction tips / Selectric. Ciarcia, Steve.
col 7:2 Feb82 p369-371 *** Ask BYTE /
Assembly Language / Apple II
Underline filter for matrix printers. Reed,
Adam. col L8 7:3 Mar82 p300-306 ***
Utility Program / C Programming Language
PROBLEM-SOLVING
Logo project PROKOP. Boecker/Fischer. art 7:8
Aug82 p329-330 *** Secondary Education /
Logo / Research
Logo research at Bank Street College.
Jewson/Pea. art 7:8 Aug82 p332-333 ***
Logo / Research / Children
Problem solving with Logo: using turtle graphics
to redraw a design. Weinreb, William. art L9
7:11 Nov82 p118-134 *** Turtle Graphics /
Logo / Apple II
Why Logo? (problem-solving skills). Harvey,

Why Logo? (problem-solving skills). Harvey, Brian. art L9 7:8 Aug82 pl63-193 *** Logo / Education

PROGRAM GENERATOR
Program generators (The Last One and Quic-N-Easi). Stewart, George. sr Ll 7:8 Aug82 p38-56 *** Software Review / CP/M / TRS-80 Model III

TRS-80 Model III
PROGRAMMING DESIGN
Anatomy and development of a batch-processing
system. Walters, Gene. art L1 7:5 May82
p334-386 **** Programming Instruction / BASIC North Star

Pesign techniques and ideals for computer games.
Crawford, Chris. art 7:12 Dec82 p96-108
*** Games

Designing a text editor? The user comes first.
Jong, Steven. art 7:4 Apr82 p284-300 ***
Text Editor / Word Processing / Consumer Information

Information
Designing computer-based microworlds (Logo).
Lawler, R.W. art L9 7:8 Aug82 p138-160
***Logo / Education
Disk operating system for FORTH: an in-depth look
at how a DOS operates. Reece, Peter. art L7
7:4 Apr82 p322-358 *** Operating Systems /
FORTH / TRS-80 Model I
Effective text-compression algorithm. Cortesi,
David. art L9 7:1 Jan82 p397-403 ***
Word Processing / Information Storage / Data
Structures

Structures

Structures
Human-factors style guide for program design.
Simpson, Henry. art 7:4 Apr82 pl08-132 ***
User Interface
Managing words: what capabilities should you have
with a text editor?. Finseth, Craig. art 7:4
Apr82 p302-310 *** Text Editor / Word

Apr82 p302-310 *** Text Editor / Word Processing
Problem oriented language, part 1: a new method of input. Finger, Mark. art LI 7:12 Dec82 p314-368 *** Languages
Program your own text editor, part 1: avoid complex commands.... Fobes, Richard. art 7:9 Sep82 p476-489 *** Text Editor
Program your own text editor, part 2 (video-display-oriented text editor). Fobes, Richard. art L3 7:10 Oct82 p406-446 *** Text Editor
Software tools for writers. Holder, Wavne. art

Text Editor
Software tools for writers. Holder, Wayne. art
L3 7:7 Jul82 pl38-163 *** Writing /
Spelling / Word Processing
What makes business programming hard?. Woodward,
James. art 7:10 Oct82 p68-76 *** Business

James. art 7:10
PROGRAMMING INSTRUCTION

Anatomy and development of a batch-processing system. Walters, Gene. art Ll 7:5 May82 p334-386 *** Programming Design / BASIC / North Star

North Star Atari tutorial, part 5: scrolling. Crawford, Chris. art 7:1 Jan82 p26-34 *** Atari / Graphics / BASIC Atari tutorial, part 6: Atari BASIC. Winner, Lane. art Ll 7:2 Feb82 p91-118 *** BASIC / Atari

Atari tutorial, part 7: sound. Fraser, Bob.
L1 7:3 Mar82 p80-98 *** BASIC / Sound
Effects / Atari

Atari tutorial, part 8: generating sound with software. Fraser, Bob. art L3 7:4 Apr82 pl34-150 *** Atari / Sound Effects / BASIC Atari tutorial, part 9: even more colors!. Pitta/Winner. art L1 7:5 May82 pl48-160 *** Atari / Color Graphics / BASIC

Beginners's guide to Logo. Abelson, Harold. art L9 7:8 Aug82 p88-112 *** Logo / Graphics Build the Microvox text-to-speech synthesizer, Build the Microvox text-to-speech synthesizer, part 2: software. Ciarcia, Steve. col L9 7:10 Oct82 p40-64 *** Hardware Construction / Voice Synthesis Character editor for the Atari. Kilby, Tim. art L1 7:12 Dec82 p167-179 *** Graphics / Utility Program / Atari

Utility Program / Atari
Computer animation with color registers: fast
animation in BASIC (Atari) . Fox/Waite. art
L1 7:11 Nov82 p194-214 *** BASIC /
Animation / Atari
Conditionals in LISP (decision-making function).
Howard, M.S. col L9 7:5 Jun82 p493-496
*** LISP / Decision Making
Guided tour of Apple Pascal units and libraries.
Tonkens, Ross. art L6 7:2 Feb82 p225-244
*** Pascal / Apple II
Light-proper input in Pascal. Booch, Grady, col

Idiot-proof input in Pascal. Booch, Grady. col L6 7:7 Jul82 p452-453 *** Pascal Introducing Logo to children. Solomon, Cynthia. art 19 7:8 Aug82 p196-208 *** Logo /

PROGRAMMING INSTRUCTION (CONTINUED)
SOFTIM: a software timer. Terpstra, Dan. col
L3 7:1 Jan82 p436-439 *** Z-80 / Clock
Skip sequential: a new file structure for
microcomputers. Purdum, Jack. art L1 7:3
Mar82 p466-472 *** Data Structures / BASIC /
North Star

North Star

Structured progamming in BASIC. Sobell, Mark. art Ll 7:1 Jan82 p410-415 *** Structured Programming / BASIC / Cromemco

Structured strings in BASIC. Stockburger, David. col Ll 7:5 May82 p308-316 *** BASIC / Poly-88 / Structured Programming

TRS-80 BASIC program hang-ups: the reasons and some solutions. Tesler, Glenn. art L3 7:5 May82 p318-330 *** BASIC / TRS-80 Model I / TRS-80 Model III

Using the LOOKUP function in VisiCalc. Ramsdell, Robert. col 7:8 Aug82 p443-445 ***

VisiCalc / Taxes

PSYCHOLOGY

Measuring attitudes with a PET. Heise, David. art Ll 7:7 Jul82 p208-246 *** Social Science / PET / Survey PUZZLES

ZZLES
Board to death. Swanson, Jon. art 7:12 Dec82
p94-95 *** Design
More maze building. Neldner, Thomas. art L6
7:5 May82 p274-284 *** Pascal
Quinti-maze (Apple II game). Tsuk, Robert. art
L1 7:9 Sep82 p24-30 *** Games / Apple II /
Strategy
Three Dee Tee (TRS-80 Color Computer game).
Stuart, John. art L1 7:9 Sep82 p34-50 ***
Games / Strategy / TRS-80 Color
-232

-c3z Data in, garbage out / RS-232C-to-IEEE-488 interface. Ciarcia, Steve. col 7:5 Ma p400-404 *** Ask BYTE / Power Supply / IEEE-488 Bus

IEEE-488 Bus
Input/Output primer, part 4: the BCD and serial
interfaces. Leibson, Steve. art 7:5 May82
p202-220 *** Serial Input/Output / Interface
/ Binary Coded Decimal
Programming the RS-232 serial port / Build your
own / RFI. Ciarcia, Steve. col 7:3 Mar82
p444-445 *** Ask BYTE / Radio-frequency
Interference / Design
Using the Model I/III RS-232C port. Barden,
William. art Ll 7:7 Jul82 p360-376 ***
TRS-80 Model I / TRS-80 Model III / Serial
Input/Output

RA-OU MODE! | / IK3-OU MODE! | | / Serial | Input/Output | RADIO-FREQUENCY INTERFERENCE | Programming the RS-232 serial port / Build your own / RFI. Ciarcia, Steve. col 7:3 Mar82 p444-445 *** Ask BYTE / RS-232 / Design RESEARCH

Computer toolbox (microcomputer as a lab assistant). Bernstein, Mark. art 7:3 Mar82 p456-465 *** Higher Education / Science / FORTH

p456-465 *** Higher Education / Science / FORTH
Group of the turtle (group theory in Logo).
Leron, Uri. art 7:8 Aug82 p330-331 ***
Logo / Mathematics / Children
Japan maps computer domination. Manuel, Tom.
art 7:5 May82 p140-144 *** Foreign
Competition / Future
Keeping our technological edge. Morgan, Chris.
col 7:8 Aug82 p6-18 *** Federal Government
/ Foreign Competition
Logo in the schools. Watt, Daniel. art 7:8
Aug82 p116-134 *** Logo / Elementary
Education / Information Sources
Logo project PROKOP. Boecker/Fischer. art 7:8
Aug82 p329-330 *** Secondary Education /
Logo or Search at Bank Street College.
Jewson/Pea. art 7:8 Aug82 p332-333 ***
Logo / Children / Problem-Solving
Microcomputers in cultural anthropology: APL
programs for qualitative... Werner, Oswald.
art L9 7:7 Jul82 p250-280 *** Social
Science / APL / Anthropology
Videodiscs and optical data storage.
Moberg/Laefsky. art 7:6 Jun82 p142-160 ***
Information Storage / Videodisc / Office
Automation
TAILING

Automation

RETAILING

Mail order / TRS-80 merge / Z80 monitor / Color-monitor bandwidths. Ciarcia, Steve. c 7:1 Jan82 p404-406 *** Ask BYTE / TRS-80 Model I / Monitor

ROBOTS GOIS Colne Robotics Armdroid: the small-systems robot.
Leininger, Steve. hr 7:5 May82 p286-294
*** Hardware Review / Kit Building
State of industrial robotics. Callahan, J.
Michael. art 7:10 Oct82 p128-142 ***
Manufacturing / Vendor Guide
LOO BUS

Manufacturing / Vendor Guide

S-100 BUS

CMOS: memory with a future, ideas behind

CompuPro's RAM 17. Anderton, Craig. hr 7:1

Jan82 p416-419 **** Hardware Review / Memory

Cambridge Development Lab's High-Resolution Video

Graphics System. DeKock, James. hr 7:11

Nov82 p148-160 *** Hardware Review /

Interface / High Resolution Graphics

Control sources / Apple/North Star compiler /

S-100 systems. Ciarcia, Steve. col 7:2

Feb82 p367-369 *** Ask BYTE / Control /

Compiler

Feb82 p36/-369 com haw one, observed the Compiler Scion Color System. Dahmke, Mark. hr 7:7 Jul82 p54-59 *** Hardware Review / Color Graphics / High Resolution Graphics

VIA experiment board / Totem poles and TTL / Bus standard stops here. Ciarcia, Steve. col 7: Apr82 p429 *** Input/Output / Apple II / Standards

Colonial SB-80. Little, Arthur. hr 7:11 Nov82 p324-334 *** Hardware Review / Microcomputer System

Simple multiprocessor implementation.

Harrington, John. art L3 7:4 Apr82
p464-471 *** SWTPC 6809 / Multi-Processing
SWTPC 6809

Simple multiprocessor implementation. Harrington, John. art L3 7:4 Apr82 p464-471 *** 6809 / Multi-Processing

Computer toolbox (microcomputer as a lab assistant). Bernstein, Mark. art 7:3 Mar82 p456-465 *** Higher Education / Research / FORTH

SECONDARY EDUCATION
Learning physics from a dynaturtle.
diSessa/White. art 7:8 Aug82 p324 ***
Logo / Physics
Logo project PROKOP. Boecker/Fischer. art 7:
Aug82 p329-330 *** Logo / Research /
Problem-Solving
Logo update. Lemmons, Phil. art 7:8 Aug82
p334-340 *** Logo / Elementary Education /
Higher Education

SECURITY
8-bit vs. 16-bit / C

8-bit vs. 16-bit / Sensing motions / EPROM programmer note. Ciarcia, Steve. col 7:6 Jun82 p436-438 *** Ask BYTE / Microprocessor SERIAL INPUT/OUTPUT

Input/Output primer, part 4: the BCD and serial interfaces. Leibson, Steve. art 7:5 May82 p202-220 *** Interface / Binary Coded Decimal / RS-232

/ No-232 Vising the Model I/III RS-232C port. Barden, William. art L1 7:7 Jul82 p360-376 ** RS-232 / TRS-80 Model I / TRS-80 Model III

Computers for humanity (West Coast Computer Faire #7). Pournelle, Jerry. art 7:7 Jul82 p392-400 ***

Hanover fair. Ramsdell, Robert. art 7:9 Sep82 p62-63 ***

p62-63 ***
Japan update (Consumer Electronics Show). Haas,
Mark. art 7:5 May82 p106-110 ***
Microcomputer System
NCC report (1982). Morgan, Chris. art 7:9
Sep82 p58-61 ***
Report from COMDEX. Morgan, Chris. col 7:2
Feb82 p6-16 ***
West Coast Computer Faire Report. Morgan, Chris.
col 7:6 Jun82 p6-22 ***
SIGNATURE ANALYSIS
Digital troubleshooting with signature analysis

DMAIUK AMALTSIS
Digital troubleshooting with signature analysis
(HP-5004A). Piubeni, Steven. art 7:9 Sep82
p466-474 *** Troubleshooting
Troubleshooting with electronic signatures.
Piggott, Kenneth. art 7:1 Jan82 p190-204
*** Troubleshooting / Maintenance

SIMIL ATTON

MULATION
Interactive training in cardiopulmonary
resuscitation. Hon, David. art 19 7:6
Jun82 p108-138 *** Medicine / Training /
Videodisc
Jetset (TRS-80 Model II flying simulation).
Szymanski, Eugene. art 11 7:11 Nov82
p277-322 *** Games / TRS-80 Model II / Flying
Microcomputers in the study of politics:
predicting wars.... Schrodt, Philip. art L6
7:7 Jun82 p108-134 *** Social Science /
Politics / Predictions
Omni aviation payingtion system. Cambell.

Omni aviation navigation system. Campbell, Richard. art Ll 7:6 Jun82 p468-478 *** Navigation / Mathematics / Flying Simulating neighborhood segregation. Dethlefsen/Moody. art Ll 7:7 Jul82 p178-206 *** Social Science / TRS-80 Model I SINCLAIR ZX80

KCLAIR ZX80
Add a full-sized keyboard to Sinclair's ZX80.
Cosshall, Wayne. art 7:3 Mar82 p256-261
*** Hardware Modification / Keyboard
Memory expansion for the ZX80. Ernde, Hilton.
art L3 7:1 Jan82 p216-232 *** Memory /
Kit Building / Hardware Construction
DKE SIGNAL BROADCASTING
RAYL PROFESS TO SENTING TRANSAL REPORTS

BASIC program for home cryptography. Rc Ralph. col Ll 7:4 Apr82 p432-434 Cryptology SOCIAL SCIENCE Roberts,

BALLICAGE
Breaking the jargon barrier: designing programs for humanists. Heite/Heite. art L1 7:7
Jul82 p76-104 *** Statistics / PET / Archaeology
Historian and the microcomputer. Rowney, Donart 7:7 Jul82 p166-176 *** History / Statistics

Statistics Statistics
Measuring attitudes with a PET. Heise, David.
art Ll 7:7 Jul82 p208-246 *** Psychology
/ PET / Survey
Microcomputers in cultural anthropology: APL

Microcomputers in cultural anthropology: APL programs for qualitative... Werner, Oswald. art L9 7:7 Jul82 p250-280 *** Research / APL / Anthropology Microcomputers in the study of politics: predicting wars... Schrodt, Philip. art L6 7:7 Jul82 p108-134 *** Politics / Simulation / Predictions Simulation predictions Simulating neighborhood segregation. Dethlefsen/Moody. art L1 7:7 Jul82 p178-206 *** Simulation / TRS-80 Model I SOFTWARE PIRACY Copyrights. computers and the Betamax case.

Copyrights, computers and the Betamax case. Klasson, Walter. art 7:5 May82 p22-30 *** Copyright / Law / Software Publishing

SOFTWARE PIRACY (CONTINUED)

Operating systems, languages, statistics, pirates and the lone wolf. Pournelle, Jerry. col 7:1 Jan82 p132-158 *** Operating Systems / Languages / Statistics

Terminals, keyboards, and..software piracy.
Pournelle, Jerry. col 7:11 Nov82 p394-415
*** Terminal / Keyboard / Book Review
SOFTWARE PUBLISHING

Case of the purloined object code: can it be solved (partl)?. Stern, Richard. art 7:9 Sep82 p420-438 **** Copyright / Law / Patent Case of the purloined object code: can it be solved?, part 2 (protection). Stern, Richard. art 7:10 Oct82 p210-222 *** Law /

Copyright

Copyright
Computers and the special education classroom.
Sicoli, Thomas. col 7:9 Sep82 p270-274 ***
Special Education / Vendor Guide
Copyrights, computers and the Betamax case.
Klasson, Walter. art 7:5 May82 p22-30 ***
Copyright / Law / Software Piracy
Naming your software: considerations under the
trademark laws. Becker, Stephen. art 7:10
Oct82 p380-384 *** Law
SOFTWARE REVIEW
Condor Series 20/rDRMS. Abbott lack. sr 7:12

Condor Series 20/rDBMS. Abbott, Jack. sr 7: Dec82 p404-410 *** Data Base Management / CP/M

Decoz p404-410 *** Data Base Management / CP/M
Database management with Ashton-Tate's dBase II.
Abbott, Jack. sr 7:7 Ju182 p412-416 ***
Data Base Management / CP/M
Four implementations of Pascal. Woteki/Sand. sr
L6 7:3 Mar82 p316-356 *** Pascal / CP/M /
Benchmark Testing
Lotus Development Corporation's 1-2-3. Williams,
Gregg. sr 7:12 Dec82 p182-198 *** IBM
Personal Computer / Spreadsheet
PL/I for microcomputers (CP/M). Lehman, John.
sr L9 7:5 May82 p246-250 *** PL/I / CP/M
Selector IV by Micro-Ap: an
information-management program. Abbott, Jack.
sr L1 7:4 Apr82 p371-376 *** Data Base
Management / CP/M
Systems Plus: FMS-80. Abbott, Jack. sr 7:10
Oct82 p447-450 *** Data Base Management /
CP/M

Text editing with Compuview's VEDIT. Thompson, H.B. sr 7:3 Mar82 p262-270 *** Text H.B. sr 7:3 Editor / CP/M

APPLE II

Alien typhoon (Apple II game). Latocha, Walt. sr 7:5 May82 p224 *** Arcade / Games / Apple II

Apple II
Apple II LISP). Bonar/Levitan. sr
L9 7:6 Jun82 p220-230 *** LISP / Apple II
Apple Panic. Williams, Gregg. sr 7:3 Mar82
p68-69 *** Games / Arcade / Apple II
Beer Run (Apple II arcade game). Little, Arthur.
sr 7:9 Sep82 p375-379 *** Games / Arcade

sr 7:9 Sep82 p375-379 *** Games / Arcage / Apple II Comparison of five compilers for Apple BASIC. Taylor/Taylor. sr Ll 7:9 Sep82 p440-464 *** Benchmark Testing / Apple II / Compiler Deadline: the butler did it. this time. Morgan, Chris. sr 7:12 Dec82 p160-161 *** Games / Strategy / Apple II Edu-Ware's Statistics 3.0. Ellott, Brownlee. sr 7:10 Oct82 p400-404 *** Statistics / Apple II

Apple II

Executive briefing system: a color graphics
development for the Apple II . Callamaras,
Peter. sr 7:11 Nov82 p164-170 *** Utility
Program / High Resolution Graphics / Apple II
Flexibility of VisiPlot (Apple II). Ramsdell,
Robert. sr 7:2 Feb82 p32-36 *** Plotting
/ Utility Program / Apple II
Graphics Magician: easy animation for the Apple

Graphics Magician: easy animation for the Apple II. Callamaras, Peter. sr 7:11 Nov82 p138-144 *** Animation / Apple II / Utility

p130-144 Program Logo for the Apple II, the TI-99/4A and the TRS-80 Color Computer. Williams, Gregg. sr L9 7:8 Aug82 p230-290 *** Logo / Apple II

Micro-Decision Support System/Finance (DSS/F) Micro-Decision Support System/Finance (DSS/F).

Moskowitz, Robert. sr 7:6 Jun82 p488-492

*** Finances / Financial Modeling / Apple II
Ricochet. Williams, Gregg. sr 7:12 Dec82
p142-146 *** Games / Arcade / Apple II
Super FORTH isn't. Williams, Gregg. sr 7:5
May82 p296-298 *** FORTH / Apple II
Swashbuckler (Apple II arcade game).
Spangenberg, Scott. sr 7:9 Sep82 p362-367

*** Games / Arcade / Apple II
Tawala's last redoubt (Apple II and TRS-80
adventure game). Lesser, Hartley. sr 7:6
Jun82 p235-236 *** Strategy / Games / Apple II

Two tax aids (Individual Tax Plan and Tax Preparer). Kvam, Mary Jo. sr 7:2 Feb82 p204-212 *** Taxes / Apple II / Federal Government

Government Friedman, Mark. sr 7:9 Sep82 p370-372 *** Games / Arcade / Apple II

Galactic Chase. Mszola, Stan. sr 7:6 Juni p176-180 *** Arcade / Games / Atari Missile Command. Wszola, Stanley. sr 7:3 Mar82 p70-74 *** Games / Arcade / Atari 7:6 Jun82

BUSINESS
Beyond the peaks of Visicalc (Desktop Plan II,
Microfinesses, Plan80). Bishop, Jack. sr 7
Oct82 p29-39 *** Financial Modeling /
Planning / Business

SOFTWARE REVIEW (CONTINUED)

GAMES
Alien typhoon (Apple II game). Latocha, Walt.
sr 7:5 May82 p224 *** Arcade / Games /
Apple II
Apple Panic. Williams, Gregg. sr 7:3 Mar82
p68-69 *** Games / Arcade / Apple II
Armored Patrol. Callamaras, Pete. sr 7:6
Jun82 p162-166 *** Arcade / Games / TRS-80
Model I
Beer Run (Apple II apple)

Model I Beer Run (Apple II arcade game). Little, Arthur. sr 7:9 Sep82 p375-379 *** Games / Arcade / Apple II

sr /:9 Sep82 p3/b-3/9 *** Games / Arcade / Apple II
Deadline: the butler did it...this time. Morgan, Chris. sr 7:12 Dec82 p160-161 *** Games / Strategy / Apple II
Dino Wars. Stewart, George. sr 7:3 Mar82 p74-76 *** Arcade / Games / TRS-80 Color Galactic Chase. Wszola, Stan. sr 7:6 Jun82 p176-180 *** Arcade / Games / Atari Missile Command. Wszola, Stanley. sr 7:3 Mar82 p70-74 *** Games / Arcade / Atari Penetrator. Wszola, Stan. sr 7:12 Dec82 p162-164 *** Games / Arcade / Apple II Chapter Apple II Swashbuckler (Apple II arcade game). Spangenberg, Scott. sr 7:9 Sep82 p362-367 *** Games / Arcade / Apple II Tawala's last redoubt (Apple II and TRS-80 adventure game). Lesser, Hartley. sr 7:6 Jun82 p235-236 *** Strategy / Games / Apple II

The Eliminator: mayhem in space, TRS-80 style.
Pike, Silas. sr 7:6 Jun82 pl70-174 ***
Arcade / Games / TRS-80 Model I Zero Gravity Pinball (Apple II arcade game). Friedman, Mark. sr 7:9 Sep82 p370-372 *** Games / Arcade / Apple II

Executive briefing System: a color graphics development for the Apple II . Callamaras, Peter. sr 7:11 Nov82 pl64-170 *** Utility Program / High Resolution Graphics / Apple II

MATHEMATICS
Software Arts' TK Solver. Williams, Gregg. sr
7:10 Oct82 p360-376 *** Mathematics / Utility Program

TRS-80 MODEL I
Armored Patrol. Callamaras, Pete. sr 7:6
Jun82 p162-166 *** Arcade / Games / TRS-80
Model I
COBOL For the Tage

COBOL for the TRS-80 Models I and III. Archer.
Rowland. sr L5 7:3 Mar82 p384-412 ***
COBOL / TRS-80 Model I / TRS-80 Model III
LDOS - disk operating system for the TRS-80.
Danelluk, Tim. sr L1 7:3 Mar82 p372-382
*** Operating Systems / TRS-80 Model I /
TRS-80 Model III
Microsoft's BASIC compiler for the TRS-80.
Kelly, Mahlon. sr L1 7:3 Mar82 p358-370
*** Compiler / BASIC / TRS-80 Model I
Multidos: a new TRS-80 disk operating system.
Archer, Rowland. sr 7:12 Dec82 p392-397
*** Operating Systems / TRS-80 Model I //
TRS-80 Model III
NENDOS/80 Version 2.0 (TRS-80 Model I/III). COBOL for the TRS-80 Models I and III.

NEWDOS/80 Version 2.0 (TRS-80 Model I/III). Kelly, Mahlon. sr 7:6 Jun82 p376-400 ***
Operating Systems / TRS-80 Model I / TRS-80 Model III

Operating Systems / TRS-80 Model I / TRS-80 Model II |

Omniterm: smart terminal program for the TRS-80. Liddil, Bob. sr 7:2 Feb82 p252-256 ***
Terminal / TRS-80 Model I / TRS-80 Model III Penetrator. Wszola, Stan. sr 7:12 Dec82 p162-164 *** Games / Arcade / TRS-80 Model III Pickles & Trout CP/M for the TRS-80 Model III. Smith, Hal. sr 7:9 Sep82 p531-536 ***
CP/M / TRS-80 Model II / Operating Systems Program generators (The Last One and Quic-N-Easi). Stewart, George. sr Ll 7:8 Aug82 p38-56 *** Program Generator / CP/M / TRS-80 Model II |
Radio Shack Compiler BASIC. Archer, Rowland. sr Ll 7:10 Oct82 p224-250 *** Compiler / BASIC / TRS-80 Model I |
TRS-80 disk editor/assemblers. Daneliuk, T.A. sr 7:9 Sep82 p537-539 *** Assembler / TRS-80 Model I | TRS-80 Model III TRS-80 Model II

UTILITY PROGRAM UTILITY PROGRAM

Executive briefing system: a color graphics development for the Apple II . Callamaras, Peter. sr 7:11 Nov82 p164-170 **** Utility Program / High Resolution Graphics / Apple II Flexibility of VisiPlot (Apple II). Ramsdell, Robert. sr 7:2 Feb82 p32-36 *** Plotting / Utility Program / Apple II Graphics Magician: easy animation for the Apple II. Callamaras, Peter. sr 7:11 Nov82 p138-144 *** Animation / Apple II / Utility Program

pl38-144 *** Animation / Papers 1. / Program
Microshell and Unica: Unix-style enhancements for CP/M. Kern, Christopher. sr 7:12 Dec82 p206-220 *** Utility Program / UNIX / CP/M
Software Arts' TK Solver. Williams, Gregg. sr 7:10 Oct82 p360-376 *** Mathematics / Utility Program

WORD PROCESSING Two word processors for North Star. Coudal, Edgar. sr 7:4 Apr82 p312-320 *** Word Processing / North Star

SOLAR ENERGY
Adapting "Harvesting the Sun's Energy" for the
Commodore PET. Berry, Jerry. col Ll 7:5
Jun82 p404-408 *** PET / Home / Conversions
SOUND EFFECTS

UND EFFECTS
Add programmable sound effects to your computer.
Ciarcia, Steve. col L1 7:7 Jul82 p60-72
*** Hardware Construction / Interface
Atari tutorial, part 7: sound. Fraser, Bob. art
L1 7:3 Mar82 p80-98 *** Programming
Instruction / BASIC / Atari
Atari tutorial, part 8: generating sound with
software. Fraser, Bob. art L3 7:4 Apr82
p134-150 *** Atari / Programming Instruction
/ BASIC / BASIC

BASIC SPECIAL EDUCATION

SPECIAL EDUCATION

Computers and the special education classroom.
Sicoli, Thomas. col 7:9 Sep82 p270-274 ***

Software Publishing / Vendor Guide
Logo: an approach to educating disabled children.

Weir/et al. art 7:9 Sep82 p342-360 ***
Logo / Handicapped / Children

SPEECH RECOGNITION
Cognivox VIO-1003: voice recognition and output
for the Apple II. Murray, William. hr 7:9
Sep82 p231-238 *** Hardware Review / Apple
II

II
Composite PET video / Z8-based voice-recognition
system. Ciarcia, Steve. col 7:8 Aug82 p420
*** Ask BYTE / Video Display PET
Use voiceprints to analyze speech. Ciarcia,
Steve. col 7:3 Mar82 p50-64 *** Hardware

Construction
SPELLING

Osborne 1, Zeke's new friends, and spelling revisited. Pournelle, Jerry. col 7:4 Apr82 p212-238 *** Osborne 1 / Word Processing / Mathematics

Mathematics
Software tools for writers. Holder, Wayne. art
L3 7:7 Jul82 p138-163 *** Writing / Word
Processing / Programming Design
Supercalc, spelling programs, BASIC compilers,
and home-grown accounting
Pournelle, Jerry.
col 7:5 May82 p226-243 *** Compiler /

Accounting
Terminal madness, The Word, Grammatik, and then some. Pournelle, Jerry. col 7:6 Jun82 p286-300 *** Terminal / Keyboard / Pascal SPREADSHEET

Louis Development Corporation's 1-2-3. Williams, Gregg. sr 7:12 Dec82 p182-198 *** Software Review / IBM Personal Computer

Introduction to the human applications standard computer interface, pt 1 Rutkowski, Chris. art 7:10 Oct82 p291-310 *** User Interface

/ Design
Introduction to the human applications standard computer interface, pt 2 Rutkowski, Chris. art 7:11 Nov82 p379-390 *** User Interface
Of IBM, operating systems and Rosetta Stones.
Morgan, Chris. col 7:1 Jan82 p6-10 ***
IBM Personal Computer / Operating Systems
On the way to standard BASIC. Kurtz, Thomas. art 7:6 Jun82 p182-218 *** BASIC
Pascal standards. Doyle, Thomas. col 7:2
Feb82 p322 *** Pascal
VIA experiment board / Totem poles and TTL / Bus standard stops here. Ciarcia, Steve. col 7:4
Apr82 p429 *** Input/Output / Apple II / S-100 Bus 100 Bus

Breaking the jargon barrier: designing programs for humanists. Heite/Heite. art Ll 7:7 Jul82 p76-104 *** PET / Social Science /

Archaeology
Edu-Ware's Statistics 3.0. Elliott, Brownlee.
sr 7:10 Oct82 p400-404 *** Software Review
/ Apple II

/ Apple 11 Historian and the microcomputer. Rowney, Don. art 7:7 Jul82 p166-176 *** History / Social Science

Social Science
Operating systems, languages, statistics, pirates
and the lone wolf. Pournelle, Jerry. col 7:1
Jan82 pl32-158 *** Operating Systems /
Languages / Software Piracy
STOCK MARKET

OCK MARKET
Adapting microcomputers to Wall Street. Franz,
Robert. art 7:10 Oct82 p80-92 ***
Management / Investment / Business
Stock market / Basic questions / Portable
terminals / Measuring devices. Ciarcia, Stev
col 7:9 Sep82 p49-500 *** Ask BYTE /
Terminal / Apple II
ARTEGY

STRATEGY

RATEGY
Deadline: the butler did it...this time. Morgan, Chris. sr 7:12 Dec82 pl60-161 ***
Software Review / Games / Apple II
Marketplace (TRS-80 Model III telecomputing game). Dickinson, Robert. art Ll 7:10 Oct82 pl46-174 *** Games / Telecommunications / TRS-80 Model III Quinti-maze (Apple II game). Tsuk, Robert. art Ll 7:9 Sep82 p24-30 *** Games / Puzzles / Apple II Ringquest (Apple II adventure game). Mills,

Apple II
Ringquest (Apple II adventure game). Mills,
Gordon. art Ll 7:10 Oct82 p176-206 ***
Games / Apple II / Contests
Tawala's last redoubt (Apple II and TRS-80
adventure game). Lesser, Hartley. sr 7:6
Jun82 p235-236 *** Software Review / Games /
Apple II

Three Dee Tee (TRS-80 Color Computer game).
Stuart, John. art L1 7:9 Sep82 p34-50 ***
Games / Puzzles / TRS-80 Color

STRUCTURED PROGRAMMING

NUCLINEED PRUGRAMMING
Structured progamming in BASIC. Sobell, Mark.
art L1 7:1 Jan82 p410-415 *** BASIC /
Programming Instruction / Cromemco
Structured strings in BASIC. Stockburger, David.
col L1 7:5 May82 p308-316 ***
Programming Instruction / BASIC / Poly-88
VFY

Measuring attitudes with a PET. Heise, David. art Li 7:7 Jul82 p208-246 *** Social Science / Psychology / PET

Logo for the Apple II, the TI-99/4A and the TRS-80 Color Computer. Williams, Gregg. sr L9 7:8 Aug82 p230-290 *** Software Review / Logo / Apple II TRS-80 COLOR

S-80 COLOR
Build a half-year clock for the Color Computer:
fourth in a series. Barden, William. art L3
7:3 Mar82 p100-122 *** Clock / Hardware
Construction / Wire Wrap
Color Computer disk system.
7:7 Jul82 p312-328 *** Hardware Review /
Ministry Dainy (Dopphing Surface)

7:7 Jul82 p312-328 *** Hardware Review /
Minidisk Drive / Operating Systems
Computer-controlled irrigation / ZX81 home
control / Current overloads. Ciarcia, Steve.
col 7:7 Jul82 p420 *** Ask BYTE /
Agriculture / Control
Cows and catalogs / TV Jitter bugs / Downloading
to CP/M / Speedometer. Ciarcia, Steve. col
7:5 May82 p398-400 *** Ask BYTE /
Agriculture / CP/M
Dino Wars. Stewart, George. sr 7:3 Mar82
p74-76 *** Software Review / Arcade / Games
Easy entry program for Radio Shack's Color
Computer. Field, Tim. col Ll 7:4 Apr82
p482-487 *** Utility Program / Machine
Language

Language General-purpose I/O board for the Color Computer. Barden, William art Ll 7:6 Jun82 p260-282 *** Hardware Construction /

Interface / Input/Output
Inexpensive transducers for the TRS-80, part II (real-world monitoring). Barden, William. art 7:11 Nov82 p416-444 *** Interface / TRS-80 Model I / A/D Converter

Model I / A/D Converter

Ports of entry and soft breezes for the Color
computer and Model III. Barden, William. art
L3 7:5 May82 p162-198 *** TRS-80 Model III
/ Tape Cassette / Input/Output
Three Dee Tee (TRS-80 Color Computer game).
Stuart, John. art L1 7:9 Sep82 p34-50 ***
Games / Puzzles / Strategy
Voice synthesis for the Color Computer: third in
a series. Barden, William. art L3 7:2
Feb82 p258-286 *** Voice Synthesis /
Hardware Construction
TRS-80 MODEL 16
Four new products from Radio Shack (TRS-80 Model)

5-60 MODEL 10 Four new products from Radio Shack (TRS-80 Model 16, hard disk, terminal). Morgan, Chris. art 7:3 Mar82 p40-43 *** Hard Disk Drive / TRS-80 Pocket Computer / High Resolution Graphics

TRS-80 MODEL I
Apple Sweet Talker / Low-cost monitor / TRS-80

Apple Sweet laiker / Low-Cost monitor / IRS-80 vector graphics. Ciarcia, Steve. col 7:1 Jan82 p408-409 *** Ask BYTE / Apple II / Video Display Armored Patrol. Callamaras, Pete. sr 7:6 Jun82 p162-166 *** Software Review / Arcade / Games

/ Games
Build a joystick A-to-D converter for the TRS-80
Model I or III. Barden, William. art Ll 7:1
Jan82 p160-184 *** Joystick /
Analog/Digital Circuit / TRS-80 Model III
COBOL for the TRS-80 Models I and III. Archer,
Rowland. sr L5 7:3 Mar82 p384-412 ***
Software Review / COBOL / TRS-80 Model III
Controlling heat surges / VIC-20 video display /
Sweet Talker interface. Ciarcia, Steve. col
7:4 Apr82 p430-431 *** VIC-20 / Voice
Synthesis / CBM
Disk drives / ADM-3 lowercase / VIC cassette /
S-100 & TRS-80 / ZX81. Ciarcia, Steve. col
7:10 Oct82 p452-454 *** Ask BYTE / Floppy
Disk Drive / VIC-20
Disk operating system for FORTH: an in-depth look

/:10 Oct82 p492-454 *** Ask BYTE / Floppy
Disk Drive / VIC-20
Disk operating system for FORTH: an in-depth look
at how a DOS operates. Reece, Peter. art L7
7:4 Apr82 p322-358 *** Operating Systems /
FORTH / Programming Design
Double your TRS-80's graphics resolution.
Haddad, George. col L1 7:7 Jul82 p448-451
*** Graphics / Hardware Modification
General-purpose I/O board for the TRS-80 Models I
and III. Barden, William. art L1 7:8 Aug82
p291-321 *** Input/Output / Hardware
Construction / TRS-80 Model III
Generating Mohr's circle (TRS-80 Model I). Fink,
Robert. col L1 7:10 Oct82 p312-313 ***
Physics / Mathematics
Hypsics / Mathematics
Hypsics / Mathematics
Ciarcia, Steve. col
7:3 Mar82 p442-443 *** Ask BYTE / Printer /
Test Equipment
Inexpensive transducers for the TRS-80, part II

Test Equipment
Inexpensive transducers for the TRS-80, part II
(real-world monitoring). Barden, William. art
7:11 Nov82 p416-444 *** Interface / TRS-80
Color / A/D Converter

Color / A/D Converter
LDOS - disk operating system for the TRS-80.
Daneliuk, Tim. sr Ll 7:3 Mar82 p372-382
*** Software Review / Operating Systems /
TRS-80 Model III
MIKBUG and the TRS-80, part 2: A file transfer
and debugging package. Labenski, Robert. art
L3 7:1 Jan82 p100-110 *** Utility Program
/ MIKBUG / Terminal / MIKBUG / Terminal

TRS-80 MODEL I (CONTINUED)

MOD III: TRS-80 Model III features for your Model
I. Rocke, Joe. art Ll 7:4 Apr82 p380-396

*** Utility Program / Keyboard / Video Display
Mail order / TRS-80 merge / Z80 monitor /
Color-monitor bandwidths. Ciarcia, Steve. col
7:1 Jan82 p404-406

Retailing / Monitor
Microsoft's BASIC compiler for the TRS-80.
Kelly, Mahlon. sr Ll 7:3 Mar82 p358-370

*** Software Review / Compiler / BASIC
Microvec: the other type of video display.
Garrett, Billy. art Ll 7:11 Nov82 p508-528

*** Video Display / Hardware Construction /
High Resolution Graphics
Multidos: a new TRS-80 disk operating system.
Archer, Rowland. sr 7:12 Dec82 p392-397

*** Software Review / Operating Systems /
TRS-80 Model III
NEWDOS/80 Version 2.0 (TRS-80 Model 1/III).
Kelly, Mahlon. sr 7:6 Jun82 p376-400

Software Review / Operating Systems / TRS-80
Model III

Kelly, Mahlon sr 7:6 Jun82 p376-400***

Software Review / Operating Systems / TRS-80
Model III

Omniterm: smart terminal program for the TRS-80.
Liddil, Bob. sr 7:2 Feb82 p252-256 ***

Software Review / Terminal / TRS-80 Model III

Po(r)tpourri of ideas (TRS-80 tone generator, telephone dialer, RS-232). Barden, William. art L3 7:4 Apr82 p158-182 *** TRS-80
Model III / Input/Output / Hardware Construction

Programming PERT in BASIC. Zimmerman/Conrad. art L1 7:5 May82 p465-478 *** Planning / Management / Business

Programming critical-path method in BASIC. Zimmerman/Conrad. art L1 7:7 Ju182 p378-390 *** Management / Business

Programming critical-path method in BASIC. Zimmerman/Conrad. art L1 7:7 Ju182 p378-390 *** Management / Business

Programming critical-path method in BASIC. Zimmerman/Conrad. art L1 7:7 Ju182 p378-390 *** Management / Business

Putting real-world interfaces to work, part 1 (TRS-80 monitoring). Barden, William. art 7:10 Oct82 p96-123 *** Hardware Construction / Control / Interface

Radio Shack Compiler BASIC. Archer, Rowland. sr L1 7:10 Oct82 p224-250 *** Software Review / Compiler / BASIC

Simulating neighborhood segregation. Dethlefsen/Moody. art L1 7:7 Ju182 p178-206 *** Social Science / Simulation

TRS-80 BASIC program hang-ups: the reasons and some solutions. Tesler, Glenn. art L3 7:5 May82 p318-330 *** Programming Instruction / BASIC / TRS-80 Model III

TRS-80 EPROMs / TI-58C printer interface / ROM-based BASIC / Power backup. Ciarcia, Steve. col 7:2 Feb82 p365-366 *** Ask BYTE / Printer / Calculator

TRS-80 disk editor/assemblers. Daneliuk, T.A. sr 7:9 Sep82 p537-539 *** Software Review / Assembler / TRS-80 Model III

Pe Eliminator: mayhem in space, TRS-80 style. Pike, Silas. sr 7:6 Jun82 p170-174 *** Software Review / Arcade / Games

Thirty more days to faster input. Roberts, Edward. col L1 7:1 Jan82 p186 *** Keyboard / Computer Assisted Instruction / Education

Using the Model I/III RS-232C port. Barden, William. art L1 7:7 Ju182 p360-376 ***

Using the Model I/III RS-232C port. Barden,
William. art Ll 7:7 Jul82 p360-376 ***
RS-232 / TRS-80 Model III / Serial Input/Output

William. art Li 7:7 Jul82 p360-376 ***
RS-232 / TRS-80 Model III / Serial Input/Output
TRS-80 MODEL II

Jetset (TRS-80 Model II flying simulation).

Szymanski, Eugene. art Li 7:1 Nov82
p272-322 *** Games / Simulation / Flying
Pickles & Trout CP/M for the TRS-80 Model II.

Smith, Hal. sr 7:9 Sep82 p531-536 ***

Software Review / CP/M / Operating Systems
TRS-80 MODEL III

Build a joystick A-to-D converter for the TRS-80

Model I or III. Barden, William. art Li 7:1

Jan82 p160-184 *** Joystick /

Analog/Digital Circuit / S-80 Model III

COBOL for the TRS-80 Models I and III. Archer,
Rowland. sr L5 7:3 Mar82 p384-412 ***

Software Review / COBOL / S-80 Model III

General-purpose I/0 board for the TRS-80 Models I

and III. Barden, William. art Li 7:8 Aug82
p291-321 *** Input/Output / Hardware

Construction / S-80 Model III

LODS - disk operating system for the TRS-80.

Daneliuk, Tim. sr Li 7:3 Mar82 p372-382

*** Software Review / Operating Systems / S-80

Model III

Marketplace (TRS-80 Model III telecomputing
game). Dickinson, Robert. art Li 7:10

Oct82 p146-174 *** Games /

Telecommunications / Strategy

Model III A to D revisited. Barden, William.

art Li 7:9 Sep82 p393-418 ***

Analog/Digital Circuit / Hardware Construction
/ A/D Converter

Multidos: a new TRS-80 disk operating system.

Analog/Digital Lircuit / naroware construction / A/D Converter
Multidos: a new TRS-80 disk operating system.
Archer, Rowland. sr 7:12 Dec82 p392-397
*** Software Review / Operating Systems / S-80

*** Software Review / Operating Systems / S-80 Model III / NEWDOS/80 Version 2.0 (TRS-80 Model I/III). Kelly, Mahlon. sr 7:6 Jun82 p376-400 *** Software Review / Operating Systems / S-80 Model III Omniterm: smart terminal program for the TRS-80. Liddil, Bob. sr 7:2 Feb82 p252-256 *** Software Review / Terminal / S-80 Model III Penetrator. Wszola, Stan. sr 7:12 Dec82 p162-164 *** Software Review / Games / Arcade Po(r)tpourri of ideas (TRS-80 tone generator, telephone dialer, RS-232). Barden, William. art L3 7:4 Apr82 p158-182 *** S-80 Model III / Input/Output / Hardware Construction

TRS-80 MODEL III (CONTINUED)

S-80 MODEL III (CONTINUED)
Ports of entry and soft breezes for the Color
computer and Model III. Barden, William. art
L3 7:5 May82 plo2-198 *** TRS-80 Color /
Tape Cassette / Input/Output
Program generators (The Last One and
Quic-N-Easi). Stewart, George. sr L1 7:8
Aug82 p38-56 *** Software Review / Program
Generator / CP/M
TRS-80 BASIC program hang-ups: the reasons and
some solutions. Tesler Glenn art 13 7:5

some solutions. Tesler, Glenn. art L3 7:5 May82 p318-330 *** Programming Instruction / BASIC / S-80 Model III

BASIL / 5-80 Model III
TRS-B0 disk editor/assemblers. Daneliuk, T.A.
sr 7:9 Sep82 p537-539 *** Software Review
/ Assembler / S-80 Model III
Using the Model I/III RS-232C port. Barden,
William. art Ll 7:7 Jul82 p360-376 ***
RS-232 / S-80 Model III / Serial Input/Output
TRS-B0 POCKET COMPUTER
Base COMPUTER

TRS-80 POCKET COMPUTER
Base conversion on the TRS-80 Pocket Computer.
Dolan, David. col Ll 7:4 Apr82 p436-438
*** Conversions / Binary / Hexadecimal
Four new products from Radio Shack (TRS-80 Model
16, hard disk, terminal). Morgan, Chris. art
7:3 Mar82 p40-43 *** Hard Disk Drive / High
Resolution Graphics / TRS-80 Model 16
TAPE CASSETTE

PE CASSETTE

Add a cassette interface to your VIC-20. Hale, william. col 7:3 Mar82 p272-274 ***

Hardware Construction / Interface / VIC-20

Ports of entry and soft breezes for the Color computer and Model III. Barden, William. ar L3 7:5 May82 p162-198 *** TRS-80 Color / TRS-80 Model III / Input/Output

XES

FIT - a federal income tax program in UCSD Pascal Heyman, Edward. art L6 7:2 Feb82
p148-190+ *** Federal Government / Pascal
Tax tips for computer owners. Feuerman/Moller.
art 7:2 Feb82 p212-214 *** Business /
Federal Government

Two tax aids (Individual Tax Plan and Tax Preparer). Kvam, Mary Jo. sr 7:2 Feb82 p204-212 *** Software Review / Apple II / Federal Government

Using the LOOKUP function in VisiCalc. Ramsdell, Robert. col 7:8 Aug82 p443-445 *** VisiCalc / Programming Instruction

TELEGOMUNICATIONS
Abilityphone (message system for handicapped people). Rush, William. hr 7:9 Sep82 p240-246 *** Hardware Review / Handicapped / Telephone

Telephone
Apple talks with the deaf. Rhodes, Ned. art L3
7:1 Jan82 p366-386 *** Handicapped /
Interface / Apple II
Marketplace (TRS-80 Model III telecomputing
game). Dickinson, Robert. art L1 7:10 game). Dickinson, Robert. art L1 7:10 Oct82 p146-174 *** Games / Strategy / TRS-80 Model III

TAFT: terminal Apple with file transfer.
Gabriele, Tom. art Ll 7:6 Jun82 p410-432
*** Terminal / Apple II / Data Transmission

Abilityphone (message system for handicapped people). Rush, William. hr 7:9 Sep82 p240-246 *** Hardware Review / Handicapped /

Telecommunications TERMINAL

RMINAL
Briefcase computer market heats up. Morgan,
Chris. col 7:7 Jul82 p6-10 *** Portable
Computer / Microcomputer System
It all depends on your viewpoint (ADDS Viewpoint
video terminal). Moore, Allen. hr 7:7 Jul82
p408-411 *** Hardware Review
MIKBUG and the TRS-80, part 2: A file transfer
and debugging package. Labenski, Robert. art
L3 7:1 Jan82 p100-110 *** Utility Program
/ TRS-80 Model I / MIKBUG
Omniterm: smart terminal program for the TRS-80.
Liddil, Bob. sr 7:2 Feb82 p252-256 ***
Software Review / TRS-80 Model I / TRS-80 Model
III

Personal computer as an interface to a

rersonal computer as an interface to a corporate...information system. McBurney, N.R. art L6 7:10 Oct82 p315-358 *** Apple II / Pascal / Management RCA VP-3301 data terminal. Daneliuk, Tim. f 7:1 Jan82 p123-128 *** Hardware Review Revolution in your pocket (IXO Telecomputing System). Morgan, Chris. col 7:4 Apr82 p6-18 ***

Stock market / Basic questions / Portable

terminals / Measuring devices. Ciarcia, Steve. col 7:9 Sep82 p499-500 *** Ask BYTE / Stock Market / Apple II
TAFT: terminal Apple with file transfer. Gabriele, Tom. art Ll 7:6 Jun82 p410-432 *** Apple II / Data Transmission / Telecommunications

Telecommunications
Talking terminals (text-to-speech translation).
Stoffel, David. art 7:9 Sep82 p218-227 ***
Voice Synthesis / Handicapped / Vendor Guide
Tele-VIC: Commodore breaks the S100 price barrier
for modems. Lebow, Max. hr L1 7:3 Mar82
p240-246 *** Hardware Review / VIC-20 / Modem
Terminal madness, The Word, Grammatik, and then
some. Pournelle, Jerry. col 7:6 Jun82
p286-300 *** Keyboard / Spelling / Pascal
Terminals, keyboards, and...software piracy.
Pournelle, Jerry. col 7:11 Nov82
p394-415
*** Keyboard / Software Piracy / Book Review
Wyse Technology's WY-100 terminal. Haas, Mark.
hr 7:10 Oct82 p392-396 *** Hardware Review
ST

Floppy-disk performance. Yalirakis, N.. col 7:1 Jan82 p114-116 *** Floppy Disk Drive /

TEST (CONTINUED)

Test your memory using the Barber-Pole algorithm.
Pinnick, H.R. art L3 7:12 Dec82 p414-444
*** Memory / 8080 / 8085
TEST EQUIPMENT

SI EQUIPMENT

Applescope stores dual traces. MacNicol, Gregory. hr 7:6 Jun82 p364-372 *** Hardware Review / Apple II
High speed printers / Level I tape format / Computer lab essentials. Ciarcia, Steve. col 7:3 Mar82 p442-443 *** Ask BYTE / Printer / TRS-80 Model I
Turn your Apple II into a storage oscilloscope. Korba, Larry. art L3 7:9 Sep82 p520-530 *** Hardware Construction / Apple II

Designing a text editor? The user comes first.
Jong, Steven. art 7:4 Apr82 p284-300 ***
Programming Design / Word Processing / Consumer Information

Programming Design / Word Processing / Consumer Information,
Managing words: what capabilities should you have with a text editor?. Finseth, Craig. art 7:4 Apr82 p302-310 *** Word Processing / Programming Design / Program your own text editor, part 1: avoid complex commands.... Fobes, Richard. art 7:9 Sep82 p476-489 *** Programming Design Program your own text editor, part 2 (video-display-oriented text editor). Fobes, Richard. art L3 7:10 Oct82 p406-446 *** Programming Design Text editing with Compuview's VEDIT. Thompson, H.B. sr 7:3 Mar82 p262-270 *** Software Review / CPW. REE-DIMENSIONAL GRAPHICS

THREE-DIMENSIONAL GRAPHICS
Interactive 3-D graphics for the Apple II.
Pickholtz, Andrew. art Ll 7:11 Nov82
p474-505 *** Apple II / Pascal

TINY BASIC Introduction to NSC Tiny BASIC: the language of the INS8073. Handy, Jim. art Ll 7:4 Apr82 p472-481 ***

TRAINING IRAINING
Interactive training in cardiopulmonary
resuscitation. Hon, David. art L9 7:6
Jun82 pl08-138 *** Medicine / Videodisc /
Simulation
TRANSLATORS

Upward migration, part 1: translators (CP/M-86 translators). Taylor/Lemmons. art L3 7:6 Jun82 p321-344 *** CP/M / CP/M-86 / 8086 TROUBLESHOOTING

JUBLE-SHOOTING
Digital troubleshooting with signature analysis
(HP-5004A). Piubeni, Steven. art 7:9 Sep82
p466-474 *** Signature Analysis
Troubleshooting with electronic signatures.
Piggott, Kenneth. art 7:1 Jan82 p190-204
*** Maintenance / Signature Analysis

TURTLE GRAPHICS

Problem solving with Logo: using turtle graphics to redraw a design. Weinreb, William. art L9 7:11 Nov82 p118-134 *** Logo / Apple II / Problem-Solving

TYPEWRITER Letter-quality selectrics / Bank selecting memory / 50 Hz power. Ciarcia, Steve. col 7:10 Oct82 p452 *** Ask BYTE / Memory / Power

Supply
Mediamix's ETI. Welborn, Robert. hr 7:7 Jul82
p284-288 *** Hardware Review / Printer / Interface

UNIX
Microshell and Unica: Unix-style enhancements for CP/M. Kern, Christopher. sr 7:12 Dec82 p206-220 *** Software Review / Utility Program / CP/M
USER INTERFACE

Atari tutorial, part 10: human engineering. Crawford, Chris. art 7:6 Jun82 p302-318 *** Atari

Designing the Star user interface. Smith/et al. art 7:4 Apr82 p242-282 *** Xerox Star / Business

Business
How to use color displays effectively.
Durrett/Trezona. art 7:4 Apr82 p50-53 ***
Color Display / Color Graphics / Video Display
Human-factors case study based on the IBM
Personal Computer. Cooper/et al. art 7:4
Apr82 p56-72 *** IBM Personal Computer /
Keyboard / Video Display
Human-factors style guide for program design.
Simpson, Henry. art 7:4 Apr82 p108-132 ***
Programming Design
Introduction to the human applications standard
computer interface, pt 1. Rutkowski, Chris.
art 7:10 Oct82 p291-310 *** Standards /
Design

UESIGN
Introduction to the human applications standard
computer interface, pt 2 . Rutkowski, Chris.
art 7:11 Nov82 p379-390 *** Standards
UTILITY PROGRAM

BASIC formatted printing (TI BASIC). Subt Malladi. col Ll 7:3 Mar82 p162-164

BASIC Plotting subroutine: sophisticated plotting with your MX-80. Bregoli, Lawrence. art L1 7:3 Mar82 p142-156 *** Plotting / Printer / BASIC

BASIC
CHEDIT: a graphics-character editor (Apple Pascal). Sweet, Jerry. art L6 7:5 May82 p426-444 *** Apple II / Pascal / Graphics Character editor for the Atari. Kilby, Tim. art L1 7:12 Dec82 p167-179 *** Graphics / Atari / Programming Instruction Double-width Silentype graphics for your Apple. Putney, Charles. col L3 7:2 Feb82 p413-423 *** High Resolution Graphics / Apple II / Printer

UTILITY PROGRAM (CONTINUED)

ILITY PROGRAM (CONTINUED)

Easy entry program for Radio Shack's Color
Computer. Field, Tim. col 11 7:4 Apr82
p482-487 **** TRS-80 Color / Machine Language
Epson MX-80 print-control program for the Apple
II. Starbuck, Bill. col 11 7:3 Mar82
p166-170 *** Printer / Apple II
Executive briefing system: a color graphics
development for the Apple II. Callamaras,
Peter. sr 7:11 Nov82 p164-170 ***
Software Review / High Resolution Graphics / Apple
Fill forms system: CP/M programs to cut down on
paperwork. Roch, Bill. art 11 7:3 Mar82
p218-238 *** Business / Printer / CP/M
Finding words that sound alike: the Soundex
algorithm. Jacobs, Jacob. col 11 7:3 Mar82
p473-474 *** BASIC / Apple II
Flexibility of VisiPlot (Apple II). Ramsdell,
Robert. sr 7:2 Feb82 p32-36 *** Software
Review / Plotting / Apple II
GEOSAT program (calculates the position of
communications satellites). Emmett, Steve.
art 11 7:1 Jan82 p420-432 ***
Broadcasting / Data Transmission / Apple II
GRPRINT: an Apple utility program for dot-matrix
printers. Arnott, Douglas. art 13 7:12
Dec82 p398-403 *** Printer / High Resolution
Graphics / Apple II
Graphics Magician: easy animation for the Apple

Graphics / Apple II

Graphics / Apple 11
Graphics Magician: easy animation for the Apple 11. Callamaras, Peter. sr 7:11 Nov82
p138-144 *** Software Review / Animation /

II. Callamaras, Peter. sr 7:11 Nov82
pl38-144 *** Software Review / Animation /
Apple II
Listing the disk directory in CP/M-based Pascal.
Hunt, Daniel. col L6 7:6 Jun82 p497-501
*** Pascal / CP/M
Lowercase descenders for the Epson MX-70 (Apple
II). Piggott, Bruce. art L3 7:3 Mar82
p248-254 *** Lowercase Modification / Apple
II / Printer
MIKBUG and the TRS-80, part 2: A file transfer
and debugging package. Labenski, Robert. art
L3 7:1 Jan82 p100-110 *** TRS-80 Model I /
MIKBUG / Terminal
MOD III: TRS-80 Model III features for your Model
I. Rocke, Joe. art L1 7:4 Apr82 p380-396
*** TRS-80 Model I / Keyboard / Video Display
Microshell and Unica: Unix-style enhancements for
CP/M. Kern, Christopher. sr 7:12 Dec82
p200-220 *** Software Review / UNIX / CP/M
Semidisk, Software Tools, the BDOS blues, Power,
and LISPs. Pournelle, Jerry. col 7:8 Aug82
p342-363 *** CP/M / LISP / Book Review
Shape-drawing program for Diablo printers (Apple
II). Brock, Thomas. col L1 7:3 Mar82
p310-314 *** Printer / Apple II
Software Arts' TK Solver. Williams, Gregg. sr
7:10 Oct82 p360-376 *** Software Review /
Mathematics
Text-handling routines in extended BASIC.

Mathematics

Mathematics
Text-handling routines in extended BASIC.
Greenhalgh, Roger. col Ll 7:6 Jun82
p460-467 *** BASIC
Underline filter for matrix printers. Reed,
Adam. col LB 7:3 Mar82 p300-306 ***
Printer / C Programming Language
Word-counting utility for writers. Roberts,
Steven. col L3 7:6 Jun82 p237-240 ***
Writing / Cromemco
VIC-20
Action games for the VIC-20. Kavanagh, Bussa

Action games for the VIC-20. Kavanagh, Russell. sr 7:12 Dec82 p150-156 *** Software Review / Games / Arcade

/ Games / Arcade Add a cassette interface to your VIC-20. Hale, William. col 7:3 Mar82 p272-274 *** Hardware Construction / Tape Cassette /

Hardware Construction / Tape Cassette / Interface
Controlling heat surges / VIC-20 video display / Sweet Talker interface. Ciarcia, Steve. col 7:4 Apr82 p430-431 *** TRS-80 Model I / Voice Synthesis / CBM
Disk drives / ADM-3 lowercase / VIC cassette / S-100 & TRS-80 / ZX81. Ciarcia, Steve. col 7:10 Oct82 p452-454 *** Ask BYTE / Floppy Disk Drive / TRS-80 Model I
Tele-VIC: Commodore breaks the \$100 price barrier for modems. Lebow, Max. hr L1 7:3 Mar82 p240-246 *** Hardware Review / Modem / Terminal

Tuning up the 1802: a simple music composition trainer. Makosinski, Art. col L2 7:7 Jul82 p442-447 *** Music / 1802
VIP expansion / TIL data books. Ciarcia, Steve. col 7:3 Mar82 p446-447 *** Integrated col 7:3 Circuits

VENDOR GUIDE

VENDOR GUIDE
Computers and the special education classroom.
Sicoli, Thomas. col 7:9 Sep82 p270-274 ***
Special Education / Software Publishing
Microcomputer graphics primer. Williams, Gregg.
art 7:11 Nov82 p448-470 *** Graphics /
Video Display / Computer Instruction
State of industrial robotics. Callahan, J.
Michael. art 7:10 Oct82 p128-142 ***
Robots / Manufacturing
Talking terminals (text-to-speech translation).
Stoffel, David. art 7:9 Sep82 p218-227 ***
Terminal / Voice Synthesis / Handicapped
VICTOR 9000
Chuck Peddle: an interview with the chief

TTOR 9000
Chuck Peddle: an interview with the chief designer of the Victor 9000. Lemmons, Phil. art 7:11 Nov82 p256-271 *** Interview / People / Design

Victor victorious: the Victor 9000 computer.

Lemmons, Phil. hr 7:11 Nov82 p216-254 ***
Hardware Review / Microcomputer System

VIDEO DISPLAY
Apple II 80-column video boards: five popular
units. Howland, John. hr 7:5 May82
p252-266 *** Hardware Review / Apple II

VIDEO DISPLAY (CONTINUED)

Apple Sweet Talker / Low-cost monitor / TRS-80 vector graphics. Ciarcia, Steve. col 7:1 Jan82 p408-409 *** Ask BYTE / Apple II / TRS-80 Model I | Composite PET video / Z8-based voice-recognition system. Ciarcia, Steve. col 7:8 Aug82 p420 *** Ask BYTE / PET / Speech Recognition How to use color displays effectively. Durrett/Trezona. art 7:4 Apr82 p50-53 *** Color Display / Color Graphics / User Interface Human-factors case study based on the IBM Personal Computer. Cooper/et al. art 7:4 Apr82 p56-72 *** User Interface / IBM Personal Computer / Keyboard MOD III: TRS-80 Model III features for your Model I. Rocke, Joe. art Ll 7:4 Apr82 p380-396 *** TRS-80 Model I / Utility Program / Keyboard

Keyboard

Keyboard
Microcomputer graphics primer. Williams, Gregg.
art 7:11 Nov82 p448-470 *** Graphics /
Computer Instruction / Vendor Guide
Microvec: the other type of video display.
Garrett, Billy. art Ll 7:11 Nov82 p508-528
*** Hardware Construction / High Resolution
Graphics / TRS-80 Model I
More Apple 80-column boards. Williams, Gregg.
hr 7:5 May82 p266-271 *** Hardware Review
/ Apple II

hr 7:5 Mayoz process
/ Apple II
Soroc IQ-120 slave monitor / OSI shift-lock
problem / Audible alarms. Ciarcia, Steve.
7:6 Jun82 p434-435 *** Ask BYTE / OSI /

VIDEO GAME SYSTEM
Vectrex Arcade System. Clark, Pamela. hr 7:12
Dec82 p92-93 *** Hardware Review / Games / Arcade VIDEODISC

Build an interactive-videodisc controller (Pioneer VP-1000). Ciarcia, Steve. col 7:6 Jun82 p60-74 *** Interface / Control /

Jun82 p60-74 *** Interface / Control / Hardware Construction Interactive training in cardiopulmonary resuscitation. Hon, David. art L9 7:6 Jun82 p108-138 *** Medicine / Training / Simulation Interpretive language used to program the CPR system. Laumer, Mike. art L9 7:6 Jun82 p126-130 *** Language / Apple II Videodisc interfacing primer. Daynes, Rod. art 7:6 Jun82 p48-59 *** Definitions / Interface Videodiscs and optical data storage. Moberg/Laefsky. art 7:6 Jun82 p142-160 *** Information Storage / Research / Office Automation

Automation
Videodiscs in education: integrating the computer and... Bejar, Isaac. art Lb 7:6 Jun82 p78-104 *** Education / Computer Assisted Instruction

VIDEOTEX

Some answers to frequently asked questions.

Morgan, Chris. col 7:10 Oct82 p6-14 ***
Consumer Information

VISICALC Using the LOOKUP function in VisiCalc. Robert. col 7:8 Aug82 p443-445 ***
Programming Instruction / Taxes
VOICE SYNTHESIS Ramsdell.

Analyze audio by visualizing. Phillips, Thomas. col L3 7:1 Jan82 p206-214 *** Digital Audio / /

Audio / /
Build a computerized weather station. Ciarcia,
Steve. col L3 7:2 Feb82 p38-68 ***
Weather / Hardware Construction / Kit Building
Build the Microvox text-to-speech synthesizer,
part 1: hardware. Ciarcia, Steve. col 7:9
Sep82 p64-88 *** Hardware Construction
Build the Microvox text-to-speech synthesizer,
part 2: software. Ciarcia, Steve. col 1.9

Build the Microvox text-to-speech synthesizer, part 2: software. Ciarcia, Steve. col L9 7:10 Oct82 p40-64 *** Hardware Construction / Programming Instruction (Controlling heat surges / VIC-20 video display / Sweet Talker interface. Ciarcia, Steve. col 7:4 Apr82 p430-431 *** TRS-80 Model I / VIC-20 / CBM

VIC-20 / CBM
Give your Apple a voice (Radio Shack Speech
Synthesizer). Blankenship, John. art Ll 7:5
May82 p446-456 *** Interface / Hardware
Construction / Apple II
Let there be talking people too. Dahmke, Mark.
col 7:9 Sep82 p5-8 *** Handicapped
Minspeak (semantic compaction system for disabled
individuals). Baker, Bruce. art 7:9 Sep82
p186-202 *** Handicapped
Sneech synthesizer, and lication / Problems with

p186-202 *** Handicapped
Speech synthesizer application / Problems with
EPROM / Modem interface. Ciarcia, Steve. col
7:3 Mar82 p442 *** Ask BYTE / EPROM / Modem
Talking terminals (text-to-speech translation).
Stoffel, David. art 7:9 Sep82 p218-227 ***
Terminal / Handicapped / Vendor Guide
Voice synthesis for the Color Computer: third in
a series. Barden, William. art L3 7:2
Feb82 p258-286 *** TRS-80 Color / Hardware
Construction Construction

WEATHER WEATHER

Build a computerized weather station. Ciarcia,
Steve. col L3 7:2 Feb82 p38-68 ***
Hardware Construction / Kit Building / Voice
Synthesis
WIRE WRAP

RE WARP

Build a half-year clock for the Color Computer;

fourth in a series. Barden, William. art L

7:3 Mar82 p100-122 *** Clock / Hardware

Construction / TRS-80 Color

WORD PROCESSING
Ada, MINCE, CP/M utilities, overpriced
documentation and Analiza II. Pournelle,
Jerry. col 7:7 Jul82 p290-310 *** A
Documentation / CP/M

WORD PROCESSING (CONTINUED)

Designing a text editor? The user comes first.

Jong, Steven. art 7:4 Apr82 p284-300 ***

Text Editor / Programming Design / Consumer Information

Effective text-compression algorithm. Cortesi, David. art L9 7:1 Jan82 p397-403 ***
Programming Design / Information Storage / Data

Letters, Pascal, CB/80, and Cardfile. Pournelle, Jerry. col 7:9 Sep82 p318-341 *** Pascal / Compiler

/ Compiler
Managing words: what capabilities should you have
with a text editor?. Finseth, Craig. art 7:4
Apr82 p302-310 *** Text Editor /
Programming Design /
Osborne 1, Zeke's new friends, and spelling
revisited. Pournelle, Jerry. col 7:4 Apr82
p212-238 *** Osborne 1 / Spelling /
Mathematics Mathematics

Mathematics
Software tools for writers. Holder, Wayne. art
L3 7:7 Jul82 p138-163 *** Writing /
Spelling / Programming Design
Two Word processors for North Star. Coudal,
Edgar. sr 7:4 Apr82 p312-320 *** Software
Review / North Star WRITING

Computers, fiction and poetry (stories and poems written by computers). McKean, Kevin. art 7:7 Jul82 p50-53 *** Fiction / Poetry

Software tools for writers. Holder, Wayne.
L3 7:7 Jul82 pl38-163 *** Spelling /
Processing / Programming Design
Word-counting utility for writers. Roberts,
Steven. col L3 7:6 Jun82 p237-240 ** Spelling / Word

Utility Program / Cromemco

XEROX STAR Designing the Star user interface. Smith/et al. art 7:4 Apr82 p242-282 *** User Interface art 7:4 A / Business

80

SD Systems' Z80 Starter Kit. Angevine, Wayne. hr 7:1 Jan82 p332-342 *** Hardware Review / Microcomputer System / Kit Building SOFTIM: a software timer. Terpstra, Dan. col L3 7:1 Jan82 p436-439 *** Programming Instruction / Clock Z80 starting address: one jump further. Lemmen, Steven. col 7:1 Jan82 p433-435 *** Hardware Modification

Everyone can know the real time (real-time clocks). Ciarcia, Steve. col L1 7:5 May82 p.34-58 *** Clock / Hardware Construction ZENITH Z89

Heath/Zenith Model 47 dual floppy-disk system. Kern, Christopher. hr 7:8 Aug82 p398-406 *** Hardware Review / Floppy Disk Drive / Heath H89

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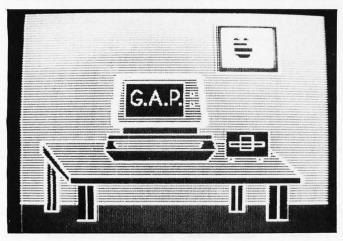
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Games



Game Animation Package

The Game Animation Package from Synergistic Software lets Applesoft programmers design fullcolor, high-resolution graphics. For arcade-type games, the package provides bit-mapped graphics, and its vector-graphics capabilities make fullscreen pictures available for use in logos, maps, and gameboards for adventure games. Other features include two-dimensional images with lines, circles, and ellipses.

The Game Animation Package runs on 48K-byte Apple IIs with DOS 3.3 and Applesoft BASIC. It costs \$49.95. Complete details are available from Synergistic Software, Suite 201, 830 North Riverside Dr., Renton, WA 98055, (800) 426-6505; in Washington, (206) 226-3216. Circle 600 on inquiry card.



Stick Stand Has Easy-Grip Control Knob

K-Byte's Stick Stand joystick has a ball-shaped easy-grip control knob. The Stick Stand is designed to reduce hand and wrist fatigue, and it frees one hand for operating a fire button. Assembly is simple: you snap the control knob onto the joystick and then place the joystick into the Stick Stand.

The Stick Stand fits the Atari VCS and Sears Video Arcade and Atari 400/800 joysticks. It costs \$6.99 and is available from K-Byte, 1705 Austin, POB 456, Troy, MI 48099, (313) 524-9878.

Circle 601 on inquiry card.

Stock-Market Simulation

Fifteen different stocks are yours to manipulate with Blue Chip Software's stock-market simulation game, Millionaire. You can buy and sell stocks, put options, buy on margin, and borrow against your net worth. Players can summon corporate histories and week-by-week industry trends and graphs.

Millionaire runs on the Apple II Plus and Apple III computers. It costs \$79.95. Versions are available for the IBM Personal Computer, Osborne 1, and CP/M-based systems for \$99.95. Contact Blue Chip Software, Suite 215, 18653 Ventura Blvd., Tarzana, CA 91356, (213) 881-8288. Circle 602 on inquiry card.

Invaders Runs on Osborne

Invaders is a full-color, high-resolution arcadetype game from The Software Toolworks. In Invaders, waves of attacking aliens attempt to land, and you, sheltered behind ever-shrinking barricades, must beat them back with your space cannon. Game parameters can be modified to increase the challenge, and you can redesign the graphics display.

Designed for the Osborne 1, Invaders costs \$19.95. It's available at Computerland stores, Osborne dealers, or factorydirect from The Software Toolworks, 14478 Glorietta Dr., Sherman Oaks, CA 91423, (213) 986-4885. When ordering from the manufacturer, enclose \$2 for postage and handling. Circle 603 on inquiry card.

Professional **Blackjack Strategies**

Intelligent Statements has released Ken Uston's Professional Blackjack-The Ultimate Game, The Winningest System. This program teaches computer-developed Blackjack strategies and simulates the playing environments of 50 different casinos.

Ken Uston's Professional Blackjack requires 48K bytes of RAM (random-access read/write memory), a disk drive, and a color or monochrome display. It costs \$89.95, plus \$2 shipping and handling. Versions for the Apple II, Atari, IBM Personal Computer, TRS-80, and CP/M-based systems are available. Contact Intelligent Statements Inc., POB 600, Holmes, PA 19043, (800) 345-8112; in Pennsylvania, (800) 662-2444. Circle 604 on inquiry card.

Foreign Products

Report Generator

The Mistress Report Writer from Rhodnius Inc. is a report generator designed to be used in conjunction with the Mistress database-management

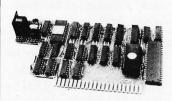
system. This system allows formatting and pagination of complex reports with values from Mistress databases and Unix commands. Retrieved values can be printed in a variety of formats, and arithmetic operations can be performed on them. Other features include grouping of data at any number of levels and such functions as sorting and subtotaling at any level. The suggested retail price is \$2000. Complete details are available from Rhodnius Inc., POB 1, Station D, Scarborough, Ontario, M1R 4Y7, Canada, (416) 922-1743. Circle 605 on inquiry card.

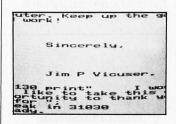
M68000 Disassembler

Norsoft Consultants is marketing an M68000 disassembler program that can interpret all 68000 instructions and produce readable source files. The disassembler's input file is a Motorola S-format ASCII (American Standard Code for Information Interchange) file, and the output file contains standard Motorola 68000 instruction mnemonics and addressing syntax. The disassembler can produce a crossreference list to all absolute addresses found in the input file.

Written in Pascal, this disassembler will run on a variety of 68000-based systems under different operating systems. The price is \$200. Full details are available from Norsoft Consul-

tants, Veungsdalsveien 1, 3600 Kongsberg, Norway; tel: (03) 73 49 60.
Circle 606 on inquiry card.





Display-Mode Expansion for VIC

Computer World's video cartridge for the Commodore VIC-20 gives you selectable 25-line by 40- or 80-character display formats, which let you use programs written for the 2000, 3000, 4000, and 8000 CBM computers. Standard features include true uppercase and lowercase descenders, full cursor control, and VIC and PET/CBM graphics capabilities. The cartridge expands the VIC's RAM (randomaccess read/write memory) to 32K bytes. It does not require an external power supply.

The cartridge requires an Arfon or Commodore expansion box equipped with 3K-, 8K-, or 16K-byte RAM cartridges. It costs \$249. Contact Computer World, Hilvertsweg 99, 1214 JB Hilversum, Holland; tel: 035-12633; Telex: 43776 INCO NL.

Circle 607 on inquiry card.

Robot Programming Language

Biomatik will soon introduce a programming lanquage for microcomputercontrolled robots and manipulators called PASRO IPAScal for RObots). PASRO features elements that control robots and claws, elements for addressing process periphery and sensors, predefined special data types for robotcontrol programming, and arithmetic operators for flexible manipulation of new data types.

PASRO requires an ISO (International Standards Organization) Pascal compiler and will run on machines such as the Osborne 1. The price is 1.800 DM (approximately \$750). Contact Biomatik Gmbh, Carl-Mez-Str. 81-83, D-7800 Freiburg i. Br., West Germany; tel: 0761-43045; Telex: 7721508 bios.

Circle 608 on inquiry card.

PERIPHERALS

PET/CBM Serial Printer Adapter

The ADA1450 printer adapter from Connecticut Microcomputer allows Commodore PET and CBM computers to use standard serial printers. The adapter features switch-selectable uppercase and lowercase, uppercase and lowercase reverse, and uppercase only. It works with Commodore disks and with Wordpro, BASIC, and other software.

The ADA1450 comes completely assembled and tested with a case, cable, and power supply for \$149. Phone or write to Connecticut Microcomputer, 36 Del Mar Dr., Brookfield, CT 06804, (203) 775-4595.

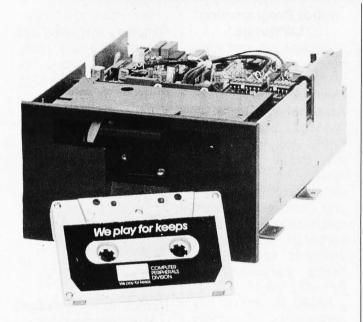
Circle 609 on inquiry card.

Removable-Cartridge Winchester-Disk Drive

The SQ306 is a 3\(\gamma_10\)-inch (100 mm) removable-cartridge Winchester disk drive from Syquest Technology. Fully compatible with Seagate Technology's 51/4-inch fixed-disk Winchester drive (the model ST506/406), the SQ306 can store 6.38 megabytes of data and use controller interfaces designed for the ST506, such as the DTC 510A, Xebec SA1410, and Western Digital's WD 1000. The drive is said to be fully operational within 15 seconds of cartridge insertion.

The SQ306 uses disk packs marketed under the name of Q-Pak. They feature thin metallic-alloy platters that are impervious to dust, smoke, and humidity. The cartridges cost \$35 each. The SQ306 has a suggested retail price of approximately \$800. Contact Syquest Technology, 44160 Warm Springs Blvd., Fremont, CA 94538, (415) 490-7511.

Circle 610 on inquiry card.



10-Megabyte Winchester Back-up System

The Companion series of digital tape-cassette backup units for 51/4-inch Winchester disk-drive systems are marketed by MFE Corporation. According to the manufacturer, this backup system is capable of storing up to 10 megabytes of data on a single tape cassette in 4 minutes. Companion's cassette tapes, known as Back-Paks, resemble ANSI (American National Standards Institute) and ECMA (European Computer Manufacturers Association) standard 0.150-inch high-density digital cassettes.

The series comes in two versions: the Model 505, which holds 5 megabytes of data, and the Model 510 for twice that amount. The evaluation price of the Companion 505 is \$995. The Model 510 is \$1175. Full details are available from MFE

Corp. Keewaydin Dr., Salem, NH 03079, (603) 893-1921.

Circle 611 on inquiry card.

Visual 50 Terminal

The Visual 50 can emulate Hazeltine Esprit, ADDS Viewpoint, Lear Siegler ADM-3A, and DEC VT-52 terminals. Produced by Visual Technology, the Visual 50 features menudriven set-up modes in nonvolatile memory that permit easy selection of terminal parameters. A detached keyboard, smooth scroll, 7 by 9 dot-matrix characters, an 80-character by 24-line display, and a nonglare screen are standard. Other features include tilt and swivel abilities, n-key rollover, status line, a line-drawing character set, and line insertion and deletion.

The Visual 50 costs \$695 and can be purchased through Visual Technology dealers. Service is available in major cities through Sorbus Service, a division of Management Associates Inc. Full specifications can be obtained from Visual Technology Inc., 540 Main St., Tewksbury, MA 01876, (617) 851-5000.

Circle 612 on inquiry card.

pad. Compatible with the Hazeltine 1500, the Esprit also emulates Applied Digital Data Systems' Regent 25 or Lear Siegler's ADM-3. The suggested price is \$645. For purchasing information, contact Hazeltine Corp., Computer Terminal Equipment, Greenlawn, NY 11740, (800) 645-5300; in New York, (516) 549-4532. Circle 613 on inquiry card.

Two Terminals from Hazeltine

Hazeltine Corporation has added two more members to its line of computer terminals: the Executive 10 and the Esprit II. The Executive 10 has eight programmable-function keys, a programmable twenty-fifth status line, a full set of editing features, a 7 by 10 dot-matrix display, a split-screen display, and a business graphicscharacter set. Standard features include a detached keyboard and a tiltand-swivel, nonglare green display. The Executive 10 costs \$1195.

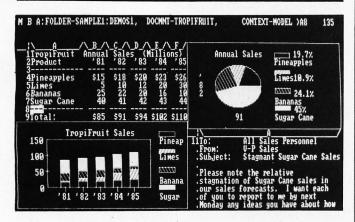
A nonglare display, green characters, and the ability to project the complete 128-character ASCII (American Standard Code for Information Interchange) set are among the Esprit II's standard features. Its editing capabilities include character insert and delete, line insert and delete, and local print. The detachable Esprit II keyboard has two-key rollover and a 14-key numeric

Solid-State Disk Emulators for the Apple

Synetix Micro Products Inc. has announced the availability of single-board SSDs (solid-state disk emulators) for the Apple II or Apple II Plus. Software compatible with Apple DOS 3.3, Apple Pascal, and the CP/M operating system, the SSD cards plug directly into any Apple I/O slot except 0 and do not require external power. Up to seven SSD cards can be installed in the Apple.

The cards are offered in a 147K-byte single-disk version and in a 294K-byte dual-disk version. The suggested prices are \$450 and \$850, respectively. Dealer prices are available. A kit that upgrades the 147Kbyte SSD to 256K bytes costs \$350. Contact Synetix Micro Products Inc., 15120 Northeast 95th St., Redmond, WA 98052, (800) 426-7412; in Washington, (206) 881-8440. Circle 614 on inquiry card.

SOFTWARE



Five Business Functions in One Program

The Context MBA incorporates electronic spreadsheet, telecommunications, word processing, graphics, and database functions in a single program. Developed by Context Management Systems, MBA's electronic spreadsheet gives business managers "what if" financial models that can be shown as one of nine different graphs. Information from the spreadsheet can be used in reports generated with MBA's wordprocessing function. The relational-like database has near instant recall, and it searches and retrieves or sorts only the information requested.

MBA requires a 256K-byte IBM Personal Computer outfitted with dual-disk drives and the IBM color graphics card. The suggested retail price is \$695. Contact Context Management Systems, Suite 100, 23864 Hawthorne Blvd., Torrance, CA 91604.

Circle 615 on inquiry card.

CP + for Friendlier Microcomputers

CP+ replaces CP/M commands with English-language menus and directions. According to Taurus Software Corporation, operating a microcomputer with CP+ is a simple matter of following the steps outlined on the screen. In addition to menus and directions, CP+ offers operator messages and Help commnds.

CP+ is compatible with

any CP/M-based system, including those with optional add-on circuit boards for CP/M. CP + installs on top of CP/M versions 1.4 and 2.2. It costs \$150 per copy, complete with documentation. For details, contact Taurus Software Corp., Suite 817, 870 Market St., San Francisco, CA 94102, (415) 788-0888. Circle 616 on inquiry card.

Cross-Assembler for Z8

System-Z8 is a CP/M-compatible cross-assembler for Zilog's Z8 microprocessor. It features a macro assembler, an interactive editor and assembler, a text editor, and a cross-reference generator. Its macro assembler has full macro and conditional assembly features and the ability to chain a series of source files together during a single assembly.

System-Z8 is available on soft-sectored 8-inch CP/M disks (3740 format) and 51/4-inch North Star and Micropolis Mod II (Lifeboat adaptation) formatted disks. It costs \$150, including documentation and full user support by telephone or mail. Current System-Z8 owners are eligible for a free update procedure. Contact Allen Ashley, 395 Sierra Madre Villa, Pasadena, CA 91107, (213) 793-5748. Circle 617 on inquiry card.

Database Sorts 5000 Records in 12 Seconds

The ISAM Database from Ensign Software is said to be able to sort 5000 records in 12 seconds. ISAM (indexed sequential-access method) provides keyed access to data files for reading, writing, updating, and deleting records within the file. It interfaces directly to BASIC programs through a few variables, and it's accessed by executing a call to a

BASIC subroutine. Standard features include dynamic disk-space management, record buffering, searching by full key or partial key, forward and backward sequential retrieval, and the ability to access up to seven ISAM files simultaneously. Among the commands provided are open and close a file; add, delete, and update records; get next and previous record; get first and last record; and show file statistics.

The ISAM Database runs on 48K-byte IBM Personal Computers with one disk drive, PC-DOS, and disk BASIC. It's available for \$69.95 from Ensign Software, Suite E, 2312 North Cole Rd., Boise, ID 83704, [208] 378-8086. Circle 618 on inquiry card.

Interact with Your Apple

Savvy Marketing International's Savvy Personal Language System allows personal-language interaction between your Apple II and you. Using its Adaptive Recognition Processing system, which "trains" an internal Robot Programmer that actually writes your programs in machine language, Savvv lets you work with your own words, phrases, and expressions. The ability to redefine system commands is provided, so all programs can be modified at any time. Standard features include decimal arithmetic, a virtualresource manager, and

ISAM (indexed sequentialaccess method) file structures.

Savvy comes with general ledger, accounts receivable, accounts payable, payroll, mailing list, document writer, and inventory control applications programs. Complete with Z80 processor card, firmware, instruction manual, and the applications packages, the Savvy Personal Language System for the Apple II costs \$950. It's available from Savvy Marketing International, 9th Floor, 100 South Ellsworth St., San Mateo, CA 94401, (415) 340-0335. Circle 619 on inquiry card.

C Compiler for 6809 Systems

Introl Corporation's Introl-C/6809 version 2.0 C language compiler system is designed for 6809based computers running under Flex-09, Uniflex, OS-9, or CP/M DOSes. Introl-C generates position-independent and reentrant 6809 assemblylanguage code that's easily assembled with a supplied assembler. All standard C language functions are supported, except bitfields, initializers, and the #line and #if preprocessor directives. Written entirely in the C language, this package includes a C compiler, a 6809 assembler, linking loader, and library manager. Source code for the runtime library is provided.

The price for Introl-

C/6809 ranges between \$375 and \$425, depending upon operating system. Your purchase includes unlimited rights to distribute the object code produced with the compiler. It comes in both 51/4and 8-inch floppy-disk formats. Source code for the 6809 assembler, written in C, is available as an option. For further details, contact Introl Corp., 647 West Virginia St., Milwaukee, WI 53204, (414) 276-2937.

Circle 620 on inquiry card.

Subscription-Management Progam

Publiphile is a software and hardware subscription-management system for the small publisher. Designed by WPL Associates, this system can handle from several hundred to approximately 20,000 subscribers, and it can generate mailing labels in a variety of formats. Some of the subscriber information provided by Publiphile includes separate billing addresses, purchase and credit-card orders, bad credit names, special offers, and advanced and multiple renewals. Onscreen verification of individual subscriber data is permitted, and Publiphile provides hard copy for circulation summaries, expiration counts, renewal analysis, cash receipts, bank deposits, accounts receivable, earned income, and subscriber liability reports.

Publiphile operates on

the Apple II, NEC APC, IBM Personal Computer, Radio Shack TRS-80 Model II, Victor 9000, and many CP/M-based systems. A Publiphile system ranges in price from \$5000 to \$20,000, which includes hardware and software for full-function word processing and connection to electronic publishing services such as Newsnet. Publiphile software can be purchased separately. For further information, contact WPL Associates Inc., Department 01, 1105-F Spring St., Silver Spring, MD 20910, (301) 589-8588.

Circle 621 on inquiry card.

PUBLICATIONS

Directory Lists People with Similar Interests

The Personal Computer Owners Directory can help you locate people with the same interests or computer as you and who are willing to trade information. Interests covered range from adventure-type games to word processing.

For a free, permanent listing in the Personal Computer Owners Directory send your name, address, computer type, interests, and trade information (optional) to Personal Computer Owners, Department 1B, POB 426, Feeding Hills, MA 01030. To receive the current issue of the directory and the next issue containing your listing, enclose \$9.95.



Bell 201-Compatible **Modems Described**

An 8-page brochure describing Racal-Vadic's line of Bell 201-compatible modems for remote terminals and computer sites is available free of charge from the company. Included are technical aspects, applications, ordering information, and complete product specifications for the firm's family of 2400-bps (bit-per-second) half-duplex modems. Future brochures from Racal-Vadic will detail its 300-, 1200-, and 2400-bps fullduplex modems, as well as its 1200- and 4800-bps half-duplex modems. For your copy, contact Racal-Vadic, Sales Department, 222 Caspian Dr., Sunnyvale, CA 94086, (408) 744-0810.

Circle 622 on inquiry card.

CIME Focuses on Computers in Design

CIME (Computers in Mechanical Engineering) is a quarterly publication of the American Society of Mechanical Engineers (ASME), a nonprofit organization. CIME probes how computers are used and how computers can be used in the design. manufacture, measure-

ment, and control of machines and industrial processes. It features case histories, work-measurement guidelines, summaries of available software, computer-aided design and modeling programs, robotics design and applications, and cost analysis. Annual subscriptions cost \$20. Contact CIME, American Society of Mechanical Engineers, 345 East 47th St., New York, NY 10017, (212) 705-7750.

Circle 623 on inquiry card.

PORTUNE SYSTEMS ACCOUNTS RECEIVABLE SYSTEMS FORTUNE SYSTEMS FORTUNE SYSTEMS FORTUNE SYSTEMS ACCOUNTS PAYABLE PAYROLL PURCHASE ORDERS PORTUNE SYSTEMS PAYROLL PURCHASE ORDERS

Fortune Business Software Explained

Fortune Systems Corporation has produced a series of brochures describing the Business Accounting System, a comprehensive software package designed for the Fortune 32:16 microcomputer. The Business Accounting System comprises order processing, accounts receivable, purchase orders, accounts payable, payroll, fixed assets, and generalledger programs. The brochures detail individual features of these menu-

driven programs, which can function as standalone packages or interface with other Fortune software.

The Business Accounting System is part of Fortune Systems' single- and multiuser business systems, which include word processing, financial modeling, and business graphics programs. Contact Fortune Systems Corp., 1501 Industrial Rd., San Carlos, CA 94070, (415) 595-5014. Circle 624 on inquiry card.

SYSTEMS



CIE Systems Markets Line of Business Computers

CIE Systems' 680 family of single- and multiuser business computers is based on Motorola's M68000 microprocessor and Intel's Multibus. The basic 680, the Model 680/10, is a single-user integrated workstation that comes with a built-in display, comprehensive video electronics, a detachable keyboard, and Data Technical Analysts PRO-IV applications processor. The operating speed is 8 MHz, and the 680/10 carries 128K bytes of high-speed RAM (random-access read/write memory), three RS-232C serial ports, a parallel printer port, a 10-megabyte hard disk for mass storage, and a 500K-byte 51/4-inch floppy-disk drive for backup. For expansion, an extra slot in the Multibus chassis is provided. Software supported includes the Unix III and Regulus operating systems. Standard features on multiuser 680s include 256K bytes of expandable RAM and the ability to support from 3 to 16 work-stations.

In OEM (original equipment manufacturer) quantities, the 680/10 costs \$5200. Multiuser 680s range in price from \$6000 to about \$12,000. Full product specifications can be obtained from CIE Systems, 2515 McCabe Way, POB 16579, Irvine, CA 92713, (714) 957-1112. Circle 625 on inquiry card.



Husky Outdoor Computer

Husky is a hand-held portable computer designed for outdoor use. Produced by Sarasota Automation, Husky features 144K bytes of memory and an LCD (liquid-crystal display) that can display 128 characters in 4 lines. It includes a BASIC interpreter, the Z80 instruc-

tion set, and an RS-232C/V4 port. The CP/Mcompatible Husky is battery-powered and housed in a sealed aluminum case with a membrane-protected keyboard. Its dimensions are 91/2 by 8 by 13/4 inches. Husky weighs 41/2

pounds and has been successfully operated in 15 feet of water. For further information, contact Sarasota Automation Inc., 1500 North Washington Blvd., Sarasota, FL 33577, (813) 366-8770. Circle 626 on inquiry card.



IBM-Compatible Portable from Compaq

Compaq Computer Corporation's Compag portable computer is IBM PCcompatible. According to the manufacturer, it is able to run all the major business and applications programs written for the PC. The unit is housed in a 20by 81/2- by 153/10-inch plastic enclosure and weighs in at 28 pounds. Its 9-inch (diagonal) high-resolution screen displays 25 lines by 80 characters. Characters are formed by a 7 by 9 dot matrix in a 9 by 14 cell. The monitor is also capable of displaying IBM PC-compathigh-resolution graphics, and provision is made for driving an external red/green/blue monitor for full-color graphics. The display also has adjustable viewing angles. Compaq's

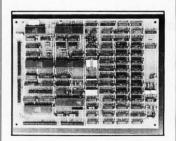
keyboard is detachable from the main unit and is connected by a 6-foot retractable coiled cable. The keyboard layout is identical to that of the IBM PC, with a 10-key numeric pad and 10 function keys, as well as cursor-control keys and an adjustable typing angle.

Compag uses the Intel 8088 microprocessor, and a socket is provided for the addition of an 8087 mathematics coprocessor in the future. Microsoft MS-DOS version 1.1 and GWBASIC are included. The system comes with 128K bytes of 9-bit parity RAM (randomaccess read/write memory), expandable to 256K bytes on the main-system board, and 16K bytes of video-display RAM. The main-system board also

contains three IBM PCcompatible expansion slots, a parallel printer port, and outputs for a color monitor, composite video, and connection to a standard television set through an RF (radio frequency) modulator.

The basic Compaq system includes one 320Kbyte double-sided doubledensity 51/4-inch floppydisk drive, 128K bytes of RAM, and a parallel printer interface. The suggested price is \$2995. Available options include a second floppy-disk drive, an asynchronous-communications interface, and a serial printer interface. Compag will be available at computer-specialty retail stores in January. For further information, contact Compaq Computer Corp., 12337 Jones Rd., Houston, TX 77070, (713) 890-7390.

Circle 627 on inquiry card.



Versatile Single-Board Computer

The 128-I single-board computer from Insight Enterprises features 128K bytes of RAM (random-access read/write memory) and a Zilog Z80A processor. Both 51/4- and 8-inch double-sided double-density floppy disks are supported, and the CP/Mbased 128-I is supplied with CTC (counter/timer circuit), DMA (direct memory access), PIO (parallel input/output), and other support chips. Standard equipment includes two software-programmable RS-232C serial ports, a Centronics-type parallel printer interface, an expansion bus, and a smart Winchester disk controller interface that can handle Western Digital, IMI, and Corvus intelligent disk controllers.

The 128-1 costs \$600 and can be ordered from Insight Enterprises Corp., Suite 12, 373 North Western, Los Angeles, CA 90004, (213) 461-3262. Circle 628 on inquiry card.

STD Bus-based Systems

Xitex Corporation's XM850S STD bus-based microcomputers have dual 8-inch slimline drives and two RS-232C ports. Optional capabilities include 51/4-inch Winchester- and floppy-disk drives.

A typical XM850S system features 2.4 megabytes of 8-inch floppy-disk storage, 64K bytes of dynamic RAM (random-access read/write memory), a 4-MHz Z80 processor, and the CP/M 2.2 operating system. In single units, this system costs \$4799. A version with 2.4 megabytes of floppy-disk storage and 12.7 megabytes of 51/4inch Winchester-disk storage is available for \$8049.

What's New?

For full details, contact Xitex Corp., 9861 Chartwell Dr., Dallas, TX 75243, (214) 349-2491.

Circle 629 on inquiry card.



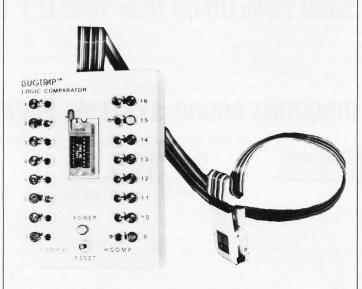
Middi-Cadet

Integrated Business Computers has introduced a smaller version of its Super-Cadet microcomputer, called Middi-Cadet. Middi-Cadet measures 12 inches wide by 6 inches tall by 17 inches, so it can fit comfortably on most desktops. Standard features include 256K bytes of RAM (random-access read/write memory), a 20-megabyte 51/4-inch hard disk, a 1-megabyte floppy-disk drive, 10 serial ports, and one Centronics port. Middi-Cadet's memory can be bank-switched within any 4K-byte block, and its bank sizes are switch-selectable. Middi-Cadet also features switch-selectable MP/Mto-Oasis-to-Famos operating systems.

Optional equipment for Middi-Cadet includes a cache memory, a cartridge-tape controller, and a bisynchronous port for communications capabilities. Middi-Cadet has a suggested retail price of \$7500. For full details, contact Integrated Business Computers, 21592 Marilla St., Chatsworth, CA 91311, (213) 882-9007.

Circle 630 on inquiry card.

MISCELLANEOUS



Logic Comparator

The Bugtrap Logic Comparator from Bugtrap Instrumentation is a troubleshooting tool that compares TTL (transistor-transistor logic) devices in circuit. It compares the output activity of the circuit being tested to that of a known good circuit. The circuits share a system input, but their outputs are separated and continuously compared. Any miscomparisons cause an error signal to be generated and a corresponding LED (lightemitting diode) to light.

The Bugtrap Logic Comparator comes with a reference manual that documents more than 100 of the most commonly used and testable TTL chips. It costs \$265 and comes with a 14-day money-back trial period. For further details, contact Bugtrap Instrumentation, 1173 Tasman Dr., Sunnyvale, CA 94086, (408) 734-1118. Circle 631 on inquiry card.

RS-232C Line Tester

B & B Electronics is offering an RS-232C tester that monitors and displays the status of seven RS-232C lines. The tester has LEDs (light-emitting diodes) that display the status of the following lines: transmit data, receive data, request-to-send, clear-to-send, data set ready, carrier detect, and data terminal ready. The unit has one 25-pin

male and one female connector for insertion into any RS-232C interface.

The tester does not require power and is designed to remain in-line permanently. It does not affect data-transfer ability. It costs \$39.95, postage paid, and is available from B & B Electronics, POB 475, Mendota, IL 61342, (815) 539-5827.

Circle 632 on inquiry card.

Winchester Controller with DMA

Compupro is marketing a high-performance Winchester disk controller that can directly access a 16-megabyte address space. The Disk 2 controller board has high-speed DMA (direct memory access) protocols that allow processor-independent data transfer between system memory and Winchester-type 8- and 14-inch drives. It can handle four drives, with up to 16 heads per drive. The Disk 2 is compatible with IEEE 696/S-100 bus standards and with MP/M, Oasis, CP/M-80, and CP/M-86 operating systems.

Disk 2 will work with the Shugart SA4000 series, Fujitsu 2300 series, and Memorex 101 series drives. The suggested retail price is \$795; OEM (original equipment manufacturer) prices on request. Contact Compupro Systems, Oakland Airport, Oakland, CA 94614, (415) 562-0638. Circle 633 on inquiry card.

Apple II Data-Protection System

Datalok from Atlantis Computers makes the DES (Data Encryption Standard) Algorithm for data protection available to Apple II or CP/M users. By storing data in encrypted form, Datalok prevents unauthorized individuals from tampering with your information. It uses a WD2001 DES chip on a board configured for the Apple bus and is supplied with in-



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Desk Top-Dual Mini Drives

- Holds two 51/4" Drives
- · Full Cutout Array
- 6, 8, or 12 slot MB.
- Fused EMI/RFI Filter
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Size: 11"H 11"W 18"D

Perfect add-on disk drive for any system. Accepts most brands. DDC8V .. List \$299 .. Bison \$239



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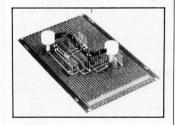
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What's New?

teractive software that lets you encrypt and encode data by responding to a few questions. No programming is required.

Two software utilities are supplied with Datalok. The first is the ability to encrypt and decrypt any file created under Apple DOS, such as text, integer, binary, or Applesoft. The second lets you lock and unlock an entire disk, thereby rendering it inaccessible and unbootable to unwelcome users.

Datalok requires 48K bytes of RAM (random-access read/write memory), one disk drive, DOS 3.2 or 3.3, and Applesoft BASIC. The price is \$349. The CP/M software costs \$69. Order Model ACS-1A from Atlantis Computers, 31-14 Broadway, Astoria, NY 11106, (212) 728-6700. Circle 634 on inquiry card.



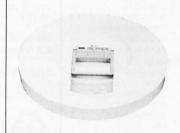
Tool for Wire-Wrapping

OK Industries' WA-1 Wrap-Aid wire-measuring tape ruler is designed for wire-wrapping applications. This tool eliminates wasted wire, helps prevent errors by identifying both posts to be wrapped, and can help you determine the best wire path. Special post extensions are provided for wire routing.

Here's how it works: one end of Wrap-Aid is placed over the first post to be wrapped. The other end is then pulled through the wiring path and placed over the second post. The length of wire required is then read directly from the tape.

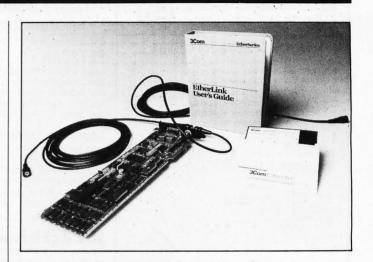
The WA-1 Wrap-Aid costs \$4.95. It's available from many electronics distributors or from OK Industries Inc., 3455 Conner St., Bronx, NY 10475, (212) 994-6600.

Circle 635 on inquiry card.



Impact Detector

Shockwatch is a small glass capsule that attaches to hard-disk units and detects and flags mechanical shocks that may indicate possible damage to the unit. Manufactured by Media Recovery, Shockwatch is designed to be an integral part of any of six configurations of hard-disk packs. It uses a combination of liquid surface tension and capillary action to detect trouble. Indicators that turn from white to red alert you to an impact of a degree that could cause misalignment of the disk, which can result in a head crash. Contact Media Recovery Inc., 1435 Round Table Dr., Dallas, TX 75247, (800) 527-9497; in Texas, (214) 630-9625. Circle 636 on inquiry card.



Ethernet for IBM

A series of products that link IBM Personal Computers together in an Ethernet local-network environment has been introduced by 3Com Corporation. All the Etherseries products are plug- and software-compatible with the PC and provide users with peripheral and information sharing and personal communications capabilities. Among the items in the series is Etherlink, which includes a plug-in controller/ transceiver board, software, and manual. It costs \$950.

Also available is Ethershare, a 16-bit microcomputer-based file server with a 10-megabyte Winchester-disk drive. It supports as many as 20 workstations (dependent only on disk capacity) and allows each user access to the Winchester drive as if it were a part of his system. The disksharing software makes storage appear as "virtual floppy disks." Most disks have a file backup system whereby files are periodically copied so as to protect against system failures. A hard-disk backup system on floppy disk or an optional tape-cartridge system is available. Passwords can be assigned so that access to data can be limited. Ethershare costs \$11,500.

When equipped with a printer and Etherprint software, Ethershare can support spooled printer sharing. Another product, Ethermail, provides Ethershare with electronic-mail collection and distribution capabilities. Ethermail permits messages to be automatically amended with attachments from any PC DOS file.

The Etherseries will be expanded to allow other personal computers to communicate with each other. In addition, more software is being developed. Complete details are available from 3Com Corp., 1390 Shorebird Way, Mountain View, CA 94043, (415) 961-9602. Circle 637 on inquiry card.



USI Video Monitors—Green or AMBER 20 MHz hi-res. Dealer and 0EM inquiries



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229
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Includes case, power supply, full 8-bit transmission, and switch selectable character conversion to ASCII.

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Street Sweepers	12	Maze in 3-D	12
Night Rider	11	Cosmic Debris	12

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Computer Is on the Dot

Dot is a portable computer that's fully compatible with the IBM Personal Computer. Dot, engineered and marketed by Computer Devices Inc., features Intel's 16-bit 8088 microprocessor and the MS-DOS operating system from Microsoft. Standard equipment includes 64K bytes of memory and a 5by 9-inch monochrome display with bit-mapped graphics. The display has 32K bytes of dedicated RAM (random-access read/write memory) and variable character modes of 40, 80, or 132 columns by 16 or 25 lines. Dot comes with two Sony 3½-inch disk drives that provide 287K bytes of storage (formatted) per disk.

Options include an embedded printer with 5 by 10 dot-matrix uppercase and lowercase characters, two RS-232C ports, a Zilog Z80 to run CP/M version 2.2, and a built-in 300- or 300/1200-bit-per-second modem. User applications software includes an electronic spreadsheet, a word processor, a time and proj-

Circle 638 on inquiry card.

Where Do New Products Items Come From?

The information printed in the new products pages of BYTE is obtained from "new product" or "press release" copy sent by the promoters of new products. If in our judgment the information might be of interest to the personal computing experimenters and homebrewers who read BYTE, we print it in some form. We openly solicit releases and photos from manufacturers and suppliers to this marketplace. The information is printed more or less as a first-in first-out queue, subject to occasional priority modifications. While we would not knowingly print untrue or inaccurate data, or data from unreliable companies, our capacity to evaluate the products and companies appearing in the "What's New?" feature is necessarily limited. We therefore cannot be responsible for product quality or company performance. ect scheduler, business graphics, and accounting software. Prices for the Dot ranges from \$2995 to \$3997, depending upon options. For complete details, contact Computer Devices Inc., 25 North Ave., Burlington, MA 01803, (800) 343-5104; in Massachusetts, (617) 273-1550. In Canada, call Datamex Ltd. at (416) 781-9135.

Relational Database Management System

ABW Corporation's RL-1 Relational Database Management system is designed for the IBM Personal Computer and CP/M-based systems. This database is fully relational and comes with such operators as selection, projection, and join. Standard features include a query language,

relational editor, and program interface.

A variety of applications packages are available for use with the RL-1 system, including a report generator, a graphics processor, inventory and production control, and general ledger and other accounting packages. The suggested retail price for the RL-1 Database Management system is \$495. For full details, contact ABW Corp., POB M1047, Ann Arbor, MI 48106, (313) 971-9364.

Circle 639 on inquiry card.

Cube Aids Program Instruction

Metacomet Software's Programmable Cube can help teach programming because it corresponds to the popular cube game. This program simulates all six sides of the cube in six colors (or special shades for black-and-white displays) as well as each move's motion. A solver provides a step-by-step guide through the solution of any scrambled cube. The Programmable Cube is supplied with a programming language designed especially for cubes, pattern-matching and control constructs, and an editor and debugger.

The Programmable Cube runs on Apple II computers and is available in both 48K- and 64K-byte versions. It costs \$34.95. Contact Metacomet Software. POB 31337, Hartford, CT

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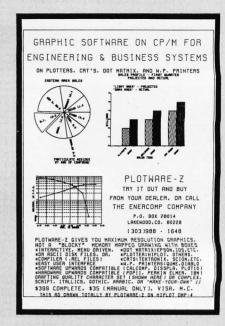
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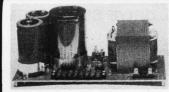
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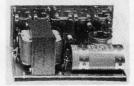
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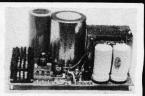
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ITEM	(IDEAL FOR)	+8V	-8V	+16V	-16V	+28V	SIZE: WxDxH	PRICE	
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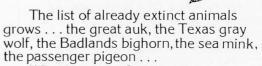
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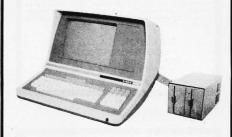
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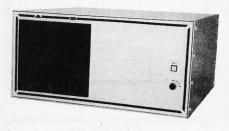
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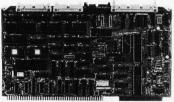
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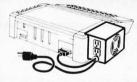
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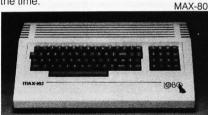
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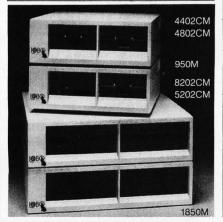
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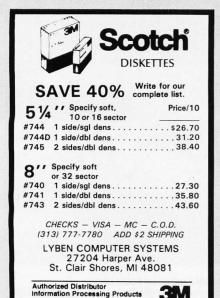


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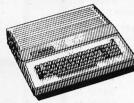
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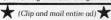
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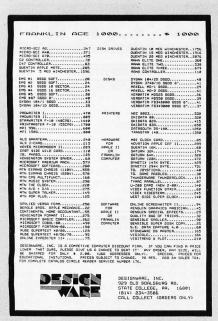
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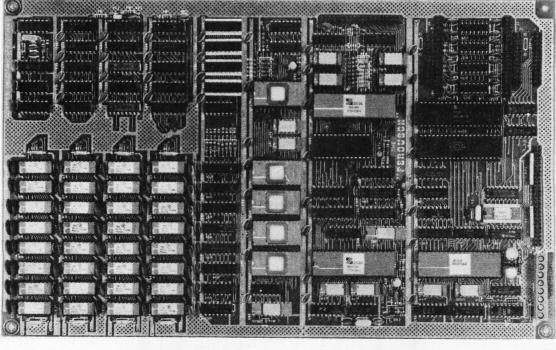
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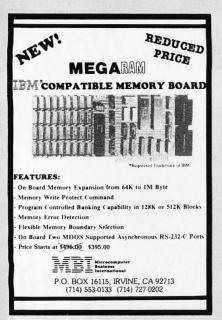
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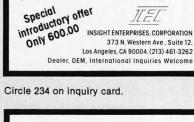
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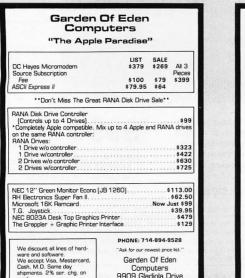
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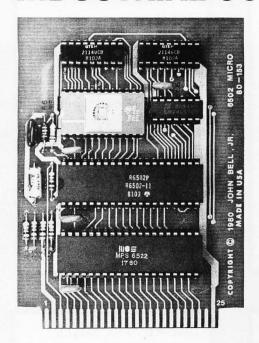
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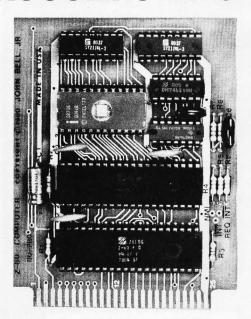


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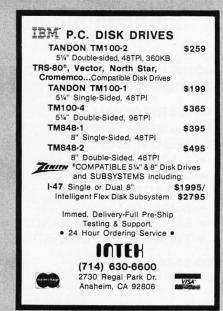
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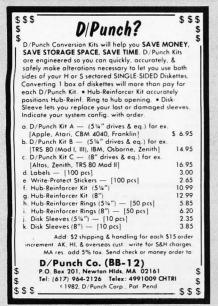
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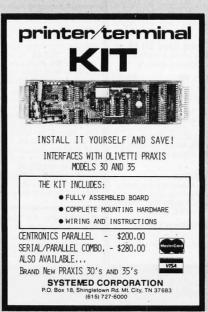


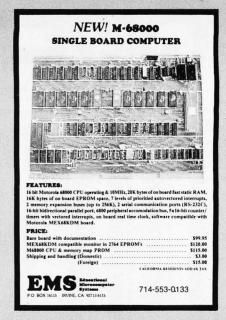


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BUG BOX

New!



BUG TRAYTM — Stores in Bug Cage • Molded plastic • Three styles: Open (1 compartment); Vertical (5 compartments); and Horizontal (8 compartments) • Ideal for tools, hardware, components, etc. • Color: Black • Size: 3.55" x 5.05" x .6".

Part No.	Description	Price
BTH-002	Horizontal Tray (2)	\$3.89
BTV-002	Vertical Tray (2)	. 3.89
BTO-002	Open Tray (2)	. 3.89

Price

7.95

10 95

15.95

. 10.95

CONNECTORS

25 Pin Plug (Meets RS232)

25 Pin Socket (Meets RS232) ...

Hood for DA-15 Series Connectors 1.49

Hood for DE-9 Series Connectors

Accessories

Hond for DR25 Series Connectors

Hood for DC37 Series Connectors

Hood for DD50 Series Connectors

DATA BOOKS

National TTL Logic

Intel Data

National Memory . . .

Description

9 Pin Plug

9 Pin Socket

15 Pin Socket

50 Pin Socket

Intersil Data

Zilog Micro

National CMOS \$ 7.95

National Linear 12.95

Part No. Description

30001

30005

30008

30009

10400

Part No.

DE9P

DF9S

DA15P

DA15S

DC37P

DC37S

DD50F

DD50S

DE-9H

DE-15H

DR25H

DB37H

DB25P

DB25S

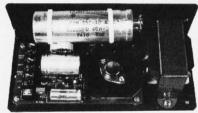
BUG CAGETM - 6 locations store Bug Boxes, Big Bug Boxes or Bug Trays • Modular & interlocking • Cage size: 5.1/8" v 5" x 3.7/8" • Color: Blue

BGG 001B	
BGC-001B	\$5.95
Part No	Price
ing - dage size. 5-110 x5 x5-11	o - color. Dide

LSI BIG BUG BOXTM — Designed to store large IC's, Resistors, Capacitors and Diodes • Three vertical and three horizontal dividers included • Color: Blue • Size: 4.9" x 3.3" x .6".

rait No.	FIICE
BLX-002B (2 Boxes)	\$6.55
ANTI-STATIC	
DI W 000D 10	

JE224 Adjustable Switching **Power Supply Kit** 4-24VDC REGULATED, UP TO 5AMP



The JE224 is a high-efficiency power supply utilizing a LH1605 5 amp switching regulator. The LH1605 provides high current output while maintaining a small physical configuration. Open frame type to allow mounting into restricted areas.

FEATURES: Adjustable 4-24VDC: 5VDC @ 5A, 6VDC @ 4.8A, 9VDC @ 4.1A, 12VDC @ 3.3A, 18VDC @ 1.9A, 24VDC @ .5A. Overvoltage protection. Input: 115VAC 50/60Hz. Output variations within 20mV. Size: 8.24"L x 4.25 "W x 2.25 "H. Weight: 3.25 lbs.

JE224 KIT \$79.95 each

BUG BOXTM — 30 individual compartments • Stores 60 8-pin or 30 14- or 16-pin DIPs • Heavy duty injection molded plastic • Clear plastic cover slides & locks • Cover marked w/numbers 1-30 • Compartment size: 1″ x 3.75″ x .5″ deep • Box size: 4.9″ x 3.3″ x .6″ • Weight: 1.75 oz. • Color: Blue BUG BOXTM

Part No.	Price
BGX-002B (2 Boxes)	.\$4.59
ANTI-STATIC	
BGX-002BAS (2 Boxes)	.\$6.55

JOYSTICKS





JS-5K	5K Linear Taper Pots \$5.95
JS-100K	100K Linear Taper Pots \$5.25
JS-150K	150K Linear Taper Pots \$4.95
JVC-40	40K (2) Video Controller in case \$3.95

Muffin-Style Fan



- 105cfm free air delivery 4.68" sq. x 1.50" depth
- 10 years continuous duty at 20 °C · Impedance protected.
- ambients to 70°C 115V 50/60Hz 14W Weight: 17 oz.

MU2A1\$15.95



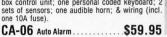
Sprite-Style Fan

· 36cfm free air delivery • 3.125" sq. x 1.665" depth

• 10 years continuous duty at 20 °C 115V 50/60Hz

PWS2107\$15.95

• Audible horn is activated when door or trunk is opened • Alarm sounds for 3 min. — unless turned off by secret 3-digit code. • Wire cutting will not deactivate alarm. • Code set by owner. • Uses only 0.01mA power. • System complete w/one black-box control unit; one personal coded keyboard; 2 sets of sengers; one audible horn; 8, wifring (incl.) sets of sensors; one audible horn; & wiring (incl one 10A fuse).





Price

\$1.95

2.49

3.29

3.79

4.49

6.49

1.79

1.59

Stereo Cassette Plaver with FM Stereo Tuner Pack

- Lightweight Headphones
- Cr02/Metal/Normal **Tape Selector**
- Anti-Rolling Mechanism

FEATURES: • Blue carrying case, shoulder strap, belt strap, lightweight headphones, FM stereo tuner pack & instruction manual • Talkline • Tone selector • Cr02/Metal/Normal tape selector • LED operation indicator • Built-in microphone • Stop/eject, play, operation indicator * Built-in micropinone * Stopreject, play, rewind/review, fast forward/cue, tape/radio selector functions * Vol. control * Ext. power input jack * Headphone jack * Auto-stop mechanism (shuts off player when tape ends) * Anti-rolling mechanism (prevents sound from quivering when walking, jogging, etc.) * Weight: 13 oz. * Requires 4 AA batteries (not included) * Size: 6"L x 4"W x 1-1/8"H

Model TWF-802\$69.95



IC'S

BOOKS

CAPACITORS

and more . . .



Door Security System

Coded door alarm. Instant or 7-second delay system. Alarm activated as door is opened.
 Can be de-activated by pressing personal code.
 Power: One 9V battery (not incl.). System includes one personal coded keyboard and one magnetic sensor.

ES-07 Door Alarm\$29.95

Home Alarm System • Self-Installation • Presettable w/individual 3-digit code — no key nec. • Instant or 10-sec. delayed warning system • Alarm system incl. window & door contacts • One 9V battery required (not incl.) Low power consumption (0.01mÅ) • Loud audible alarm (90db) • Delayed exit feature • System complete w/one control station with built-in siren and test button; 4 magnetic contact sets & connecting wires for entire system

ST-05 Home Alarm System \$59.95



Mini Stereo UTIC AM/FM Receiver

WITH HEADPHONES For Joggers, Cyclists, Skaters & Sports Events

FEATURES: Lightweight headphones. Left/right balance control. Full fidelity stereo sound. Additional black soft carrying case & shoulder strap. Belt-clip (hands-free). Uses 3 AA cell batteries (not included). Compact size: 3-1/8"H x 4-7/8"L x 1"D. Wt. 6 oz.

MODEL 2830 \$29.95

Part No. "Pins Price Part No. "Pins Price	**Number of Pins of each I.C. for easy Socket purchase Part No. **Pins Price	MICROPROCESSOR COMPONENTS MICROPROCESSOR CHIPS DYNAMIC RAMS	*Evaluation UNITERSIL ************************************
SW740DN 14	SN74159N 16 .59 SN74169N 18 .69 SN74169N 18 .29 SN74174N 18 .69 SN74176N 14 .69 SN74176N 14 .69 SN74176N 16 .69 SN7419N 16 .69 SN7419	Part No. **Pine Function Pine	
74500 14 .35	745243 14 2.49 745244 20 2.49 745244 20 2.49 745251 61 1.19 745253 16 1.19 745253 16 1.19 745258 16 1.19 745258 16 1.19 745258 16 1.19 745287 16 1.95 745287 16 1.95 745287 20 2.49 745287 16 1.95 745287 20 2.49 745287 20 2.49 745287 20 4.95 745374 20 4.95 745374 20 4.95 745374 20 4.95 745376 20 2.49 745377 20 4.95 745472 20 4.95 745472 20 4.95 745472 20 4.95 745472 20 4.95 745472 20 4.95 745472 20 2.99 745474 20 2.99 745474 20 2.99 745474 20 2.99 745474 20 2.99 745476 20 2.99 745476 20 2.99 745476 20 2.99 745476 20 2.99 745571 20 2.99 74571 20 2.99 7		Control Cont
C04027 16 .79 C04066 14 .39 C04023 14 .29 C0408 14 .39 C04023 14 .29 C04069 14 .29 C04070 14 .39 C04025 14 .23 C04071 14 .29 C04027 14 .29 C04027 14 .29 C04027 16 .45 C04072 14 .29 C04027 16 .45 C04073 14 .29 C04027 16 .45 C04075 14 .29 C04029 16 .79 C04076 16 .79 C04031 14 .39 C04034 24 1.35 C04078 14 .49 C04034 24 1.35 C04081 14 .29 C04034 25 1.35 C04081 14 .29 C04034 26 1.35 C04081 14 .29 C04034 27 1.35 C04081 14 .29 C04034 28 1.35 C04081 14 .29 C04034 28 1.35 C04081 14 .29 C04034 28 1.35 C04081 14 .39 C04084 .39 C04084 .49 C04084	C04566 16 1.39 C04563 16 2.49 C04584 14 59 C04723 16 1.19 C04724 16 1.19 C04724 16 1.19 C04724 16 1.19 MC14440 16 13.95 MC14411 16 13.95 MC14412 16 13.95 MC14412 16 13.95 MC14412 16 13.95 MC14412 16 13.95 MC14413 24 11.95 MC1443 18 17 MC14541 14 1.19	Postage — Add 5% plus \$1.50 Insurance Send \$.A.S.E. for Monthly Sales Flyer! Mail Order Electronics - Worldwide Call for Quantity Discounts Discounts Discounts Place To Process Call for Quantity Discounts	47/59V .16 .14 .10 .47/59V .15 .13 .12 .10 .10 .10 .10 .10 .10 .10 .10 .10 .10

2708.2716.2732 & 2764 EPROM Programm

JE664 EPROM PROGRAMMER

8K TO 64K EPROMS -— 24 AND 28 PIN PACKAGES
 es No Additional Systems for Operation





Programs, validates, and checks for properly erased EPROMs - Emulates PROMs or EPROMs - 852202 Computer Interface for editing/program loading - Loads data in RAM by keyboard - Changes data in RAM by keyboard - Loads eAM from an EPROMs - Compares EPROMs for content differences - Copies EPROMs - Power incut: 115VAC, DOILS, - 4 10W power consumption - Enclosures: Color-coordinated, light tan pastal w/molded mocha brown and pieces - Size: 15-5/6*L x 84."0 x 35/1* 4 Will. 2004.

3%"H • WI.: 5¼ lbs.

JE664-A EPROM Programmer

Assembled & Tested (Includes JM16A Module) ...\$995.00

JE665 — RS232C INTERFACE OPTION — The JE665 RS232C Interface Option implements computer access to the JE664's RAM. Sample software written in BASIC provided for TRS-69" Model 1, Level II Computer. Bad rate: 9600. Word Lgth: 8 bits - odd parity. Stop bits: 2. Option may be adapted to other computers.

Limit o but sod party. Step bits. 2. Option may be adapted to other computers.

JEG664-RBS Femolw rep. w. Lifesto Splain.

S1195. Step bits. 2. Option may be adapted to other computers.

S1195. Step bits. 3. Option may be adapted to other computers.

EPROM JUMPER MODULES. The JEG64's JUMPER MODULE (Personally Models) is a plug-in Module that pre-sets JEG64 for proper programming pulses to the EPROM & configures EPROM scotte connections for that particular EPROM in the EPROM & configures EPROM scotte connections for that particular EPROM in the Splain Section of the Splain Section of the Splain Section Secti

Part No.	EPROM	EPROM MANUFACTURER	PRICE
JM08A	2708	AMD, Motorola, National, Intel, TI	\$14.95
JM16A	2716,TMS2516	Intel, Motorola, National, NEC, TI	\$14.95
JM16B	TMS2716	Motorola, TI (+5,-12, +12)	\$14.95
JM32A	TMS2532	Motorola, TI	\$14.95
JM32B	2732	AMD, Fujitsu, NEC, Hitachi, Intel	\$14.95
JM64A	MCM68764, MCM68L764	Motorola	\$14.95
JM64B	2764	Intel	\$14.95
JM64C	TMS2564	TI	\$14.95

CONSUMER PRODUCTS

SECURITY ALARM SYSTEMS

Home Alarm System



Home Alarm System
Self-installation Presetable w/individual
3-digit code — no key nea, a instant or 10-sec,
delayed warring system + Alarm system incl., window & door confacts * One 9V battery required (not
incl.) Low, power consumption (0.01ma) * Loud
audible alarm (90db) * Delayed exit feature
System complete w/one conflot stallon with
System complete w/one conflot stallon with
sets & connecting wires for entire system
ST-05 Heme Alarm System ... \$59.95

Door Security System



Coded door alarm. • Instant or 7-second delaystem. • Alarm activated as door is opened. Can be de-activated by pressing personal code. • Power: One 9V battery (not incl.). • System is cludes one personal coded keyboard and or magnetic sensor.

ES-07 Door Alarm\$29.95



Anti-Theft Auto Alarm System Audible horn is activated when door of trust opened * Alarm Sounds for 3 min. — unless turn off by secret 3-digit code. * Wire cutting will deactivate alarm. * Code set by owner. * Uses o 0.01mA power. * System complete w/one bit box control unit; one personal coded keyboard sets of sensors; one audible horn; & wiring (in one 10A fuse).

CA-06 Auto Alarm\$59.95

DIGITAL QUARTZ TIME PEN S-Function: Hours, Minutes, Seconds, Month, Day - Liquid Crystal Display 1/8" digits - Battery included - Uses standard Parker ink refills - Ultra-slim design (SV-x V-w")

Stainless Steel/Gold Trim . 77ILR Red/Gold Trim



STICK-ON CLOCK

5-Function LCD **Quartz Digital**

Stereo Cassette Player

- · Lightweight Headphones
- Cr02/Metal/Normal Tape Selector
- Anti-Rolling Mechanism



FEATURES: *Blue carrying case, shoulder strap, belt strap, lightweight headphones, FM stereo tuner pack & instruction manual *Talkline *Tone selector * Cro2/Metal/Normal tape selector * LEO peration indicator * Built-in microphone * Stop/eject, play, rewind/review, fast forward/cue, taper-adio selector functions * Vol. control * Ext. power input jack * Headphone jack * Auto-stop mechanism (shuts off player when tape ends) * Anti-rolling mechanism (grevents sound from quivering when walking, jogging, etc) * Weight: 13 oz. * Requires 4 AA batteries (not included) * Size: 6**Lx 4**Wx 1-18**H

Model TWF-802 \$69.95



Mini Stereo AM/FM Receiver WITH HEADPHONES For Joggers, Cyclists, Skaters & Sports Events

FEATURES: Lightweight headphones. Left/right balance control. Full fidelity stereo sound. Additional black soft carrying case and shoulder strap. Belt clip (hands free). Operates on 3 Ac cell batteries (not incl. - see below). Compact size: 3-1/8" H x 4-7/8" L x 1"D. Wt. 6 oz.

Model 2830 \$29.95 AM3-3 AA Alkaline Batteries 3/\$2.95

KEYBOARDS — POWER SUPPLIES



MICRO SWITCH 69-KEY KEYBOARD
Data Entry Keyboard, Encoded Output: 3-bit Parallel EBC DIC, Switching: Hall Effect, 24-pin Edge
Card Connection, Complete w/Pin Connection, Can easily be modified to ASCII code.
Part No. KB69SD12-2 (Fits Into DTE-20 Enclosure) \$19,95 each

23"Lx51/4"Wx1-3/8"H

MICRO SWITCH 85-KEY KEYBOARD

314"L x 514"W x 11/4"

POWER SUPPLY +5VDC @ 1 AMP REGULATED

Transaction Tech
Output +5VDC @ 1A (also +30VDC) reg. input 115VAC 60Hz. 2-tone (black/beige) self-enclosed
case. 6 ft., 3 cond. black power cord. 6 ½"W x 7"D x 2 ½"H. Wt. 3 ibs. Data sheet incl.

.....\$19.95 each Part No. PS51194 POWER SUPPLY +5VDC @ 1 AMP REGULATED B Industries Output +5VDC @ 1 amp , +38-42VD acf, 400m Ac less, 30VAC (isol.) @ 1.5 amp, input 115VAC 50Hz, (itr. brix; rs-set button, 8lk, sell-encl. case w/4 rubber feel. 6 lt., 3 cond. blk. pow. cord. On/elf switch. 5 d. w 7 4". 0 x 3-7/8" H - wt. 7 lbs. Data sheet included.

Part No. PS407D \$24.95 each\$24.95 each

POWER SUPPLY +5VDC @ 3 AMP REGULATED Deltron
Input: 115VAC, 47-440Hz. Dutput: 5VDC Adjustable @ 3 amp, 6VDC @ 2.5 amp. Adjustable current limil, Ripple & Hoise: 14V rms, 5MV p. p. – 2 monthing surfaces, UL recognized, Size: 4''W x
4'y.''L x 2-7/16''H - wt. 2 lbs. Data sheet included. .\$29.95 each Part No. QPS-1

Part No. RA0250 \$39.95 each

POWER SUPPLY +5VDC @ 7.5 AMP, 12VDC @ 1.5 AMP SWITCHING

pourt 115VAC, 55-60H; @ 3 amp/230VAC, 50H; @ 1.6 amp, Fan volt. /power supply select awitches (115/230VAC). Output: SVDC @ 7.6 amp, 12VDC @ 1.6 amp, 8 ft. bik, pow. cord. 11½: "Wx

13V 10 3 34 " H. W. 6 bis. Part No. PS94VO POWER SUPPLY 4-Channel Switching Power Supply



Microprocessor, mini-computer, terminal, medical equipment and process control applications. In-put: 90-130VAC 47-440Hz. Output: +5VDC @ 5A, -5VDC @ 1A, +12VDC @ 1A, -12VDC @ 1A, -12VDC

S69.95 each

POWER SUPPLY Adjustable Switching 4-24VDC to 5 Amps
Adj. 4-24VDC; SVDC @ 4.8A, 9VDC @ 4.8A, 14VDC @ 3.3A, 18VDC @ 1.9A, 24VDC
@ 5.A. Overvottage Protection. Input 115VAC 50/69Hz. Output variations within 20mV. 8.25°L x
4.25°W z 2.25°H. Wt. 3.25 lbs.
JE224 Kit JE224 Kit \$79.95 each



SURENSEN Regulated Power Supplies Sorensen's open construction (SOC) power supplies are series-regulated solid-state systems, designed to provide reg. DC voltages at 6 levels (2-28 v/range). These units are open-framed on sturdy black anodized aluminum for excellent mounting. FEATURES: 115/208/220VAC legul @ 58-68IN. Low Ripple: 1.5mV/rms, 5mV P-P maximum. Ad-justable curred limit. Voltage adjustment central. All schematics and specifications supplied with unit. Saries A.B.C.E have three mounting surfaces (Series F, bottom mounting only).

Part No.	Series	rt No. Series Adjustment Range			Output Current amps (Ade)			Size (Inches)	Weight	Price
	[min.	max.	Ø40°C	950°C	Ø60°C		- 2		
SOC 2-6	В	1.9	2.1	6.0	4.9	3.8	5.62 x 4.88 x 2.50	4.3 lbs.	\$19.95	
SOC 2-25	F	1.9	2.1	25.0	21.5	17.5	16.00 x 4.88 x 4.88	16 lbs.	29.95	
SOC 5-18	E	4.25	5.25	18.0	15.0	12.0	14.00 x 4.88 x 2.75	12 lbs.	39.95	
SOC 5-25	F	4.25	5.25	25.0	21.5	17.5	16.00 x 4.88 x 4.88	16 lbs.	49.95	
SOC 12-11	E	11.4	12.6	11.0	9.2	6.8	14.00 x 4.88 x 1.62	12 lbs.	44.95	
SOC15-5	C	14.25	15.75	5.0	4.2	3.5	7.00 x 4.88 x 3.37	6.6 lbs.	39.95	
SOC 15-9.5	E	14.25	15.75	9.5	7.6	5.6	14.00 x 4.88 x 1.62	12. lbs.	44.95	
SOC 15-13	F	14.25	15.75	13.0	10.5	8.0	16.00 x 4.88 x 4.88	16 lbs.	49.95	
SOC 28-0.8	A	26.6	29.4	0.8	.64	.45	4.00 x 4.88 x 1.62	2 lbs.	24.95	

BUG BOXTM — 30 individual compartments • Stores 60 8-pin or 30 14- or 16-pin DIPs • Heavy du-ty injection molded plastic cover slides & locks • Cover marked wirumbers 1-30 • Compartment size: 1" × 3.75 x . 5" deep • Box size: 4.9" × 3.3" × 8 • Weight: 40 cc. BUG BOXTM

Please spec White, (Y) Ye Part No./Col	cify color code: (B) Blue allow	(R)	Red, (W)
BGX-001-(BGX-010-(}		\$ 2.29
manneye .	ANTI-STATIC		
BGX-001-(BGX-010-()AS		\$ 3.29 28.89

BUG CAGETM — 12 tocations store Bug Boxes. Big Bug Boxes or Bug Trays - Modular and interlocking - Heavy duty injection molded plastic - Each cage has 6 slip-on locations • 2 cages prig. • Cage size: 5-18" x 5" x 378" * 4 colors available — please specify color code: (B) Blue, (R) Red, (W) White, (f) Yellow

Part No./Color Code BGC-001-() 2 Cages (6 loc. ea.) . . \$11.95/pkg.

DESCRIPTION Horizontal Bug T Horizontal Bug Tray
Vertical Bug Tray
Open Bug Tray
1 of each Bug Tray (3)

BUG BOX™ STORAGE SYSTEMS



LSI BIG BUG BOXTM — Designed to store large IC's, Resistors, Capacitors and Diodes • Divid ed into three compartments measuring 1" x 4.15" x 5" deep • Three vertical and three horizontal dividers included • Heavy duty injection moiotyplastic • Box size: 4.9" x 3.3" x.6" • Weight: 1.75 oz

LSI BIG BUG BOXTM Please specify color code: (B) Blue, (R) Red, (W) White, (Y) Yellow AS. \$ 4.29 37.89

BLK-010-t JAS

BACK PACKTM — Self-adhesive labels for the back of ICs * Shows exact internal logic in relation to IC pins * SS2 labels in each package (including several blank labels) * Each package for 8, 14, 16, 4, 28 and 40-pin ICs * Combo package includes 1,063 labels for TTL and CMOS ICs * Microprocessor package contains 744 labels

ı	Part No.	Description P	Pri
1	BPT-012	TTLs:	7
П	BPC-012	CMOS	3
ı	BPM-012	Combo	4
ı	BPU-012	Microprocessor	9

JUMPER AND CABLE ASSEMBLIES STANDARD DIP JUMPERS

pdfs use love powers and projections represented disconnect applications.

| Consistence | Pres | Description | Consistence | Description | Consistence | Description | De Part No. 3.49 1.89 2.19 2.59 2.95 3.29
 Fir No.
 Cress Returnet
 First
 Description
 Leg

 DAIO.1
 924132-12
 40
 single end
 12"

 DAIO.2
 924132-24
 40
 single end
 24"

 DAIO.3
 924132-36
 40
 single end
 32"

 DAIO.1-40
 924136-31
 40
 double end
 12"

 DAIO.2-40
 924136-34
 40
 double end
 24"

 DAIO.3-40
 924136-36
 40
 double end
 36"
 5.39 6.19 6.89 9.49 10.29 10.95 STANDARD DB25 SERIES CABLES

	STANDARD CABLES				
	Part No.	Cable Ler	ngth Connectors	Price	
	DB25P-4	4 feet	1-D825P	\$7.95	
	DB25S-4	4 feet	1-DB25S	8.49	
ı	DB25P-4-P	4 feet	2-DB25P	13.49	
k	DB25P-4-S	4 feet	1-DB25P/1-DB25S	13.75	
,	DB25S-4-S	4 feet	2-D825S	13.95	

\$10.00 Minimum Order — U.S. Funds Only Callifornia Residents Add 6½ % Sales Tax Postage — Add 5% plus \$1.50 Insurance Send S.A.S.E. for Monthly Sales Flyer!

Spec Sheets — 30¢ each Send \$1.00 Postage for your FREE 1983 JAMECO CATALOG Prices Subject to Change



® NEW!

Telex Number Tolex 176043 1355 SHOREWAY ROAD, BELMONT, CA 94002 PHONE ORDERS WELCOME — (415) 592-8097

51/4" Mini-Floppy Disc Drive

FOR TRS-60 MODEL I (Industry Standard)
Features single or double density. Recording
mode: FM single, MFM double density.
Power: +12VDC (±0.8V) 1.6 amps max,
>VDC (±0.25V) 0.8 amps max,
>VDC (±0.25V) 0.8 amps max,
or cables). 30-page data book included,
Welgha 3V; pounds. Size: 5V: W x 8"D x
3V: H

Limited Quantity! FD200 \$179.95 Single-sided, 40 tracks, 250K bytes capacity FD250\$199.95 Double-sided, 35 tracks, 438K bytes capacity



EXPAND YOUR TRS-80

*Model 1 = 10 16K, 32K, or 48K Model 3 = From 4K to 16K Requires (1) One Kit From 4K to 46K Requires (3) Three Kits From 4K to 16K Requires (1) One Kit **Model 1 equipped with Expansion Board up to 48K Two
— One Kit Required for each 16K of Expansion

TRS-80 16K Conversion Kit					
Kit comes complete with 8 each MM5290 (UPD416/4116) 16K Dynamic RAM (*ns) and documentation for conversion.					
TRS-16K2 *150ns\$14.95					
TRS-16K3 *200ns					
RS-16K4 *250ns\$10.95					
TRS-80 Color 32K or 64K Conversion Kit					

Kit comes complete with 8 ea. 4164-2 (200ns). 64K Dyn. RAMs & conversion documentation. Converts TRS-80 color computers from 4K-32K Memory or 16K-64K Memory.

TRS-64K2 (200ns) ...



Computer Keyboard Enclosure "DTE" Blank Desk-Top Enclosures are designed for easy modification. High strength epoxy modes on parel for services. Siding rear Postora panel for services. Siding rear Postora panel for services. Siding rear Postora panel for services. Top host, panels, duty and the panels of the DTE-20 Panel width 20" \$34.95

Sprite-style Fan 36cfm free air delivery 3.125" sq. x 1.665" depth 10 yrs. cont. duty at 20 °C Frame 115V 50/60Hz

For Apple users

*PWS2107F New ...

Muffin-style Fan 105cfm free air delivery 4.68" sq. x 1.50" depth. 10 yrs. cont. duty at 20°C Impedance protected, ambients to 70°C

• 115V 50/60Hz 14W Wt. 17 oz.

MU2A1-U Cleaned & \$9.95 ea.
*MU2A-1N New ... \$14.95 ea.



JOYSTICKS 5K Linear Taper Pots .\$5.25 JS-100K 100K Linear Taper Pots \$4.95 JS-150K 150K Linear Taper Pots .\$4.75 JVC-40 40K (2) Video Con-troller in Case \$4 95

UV-EPROM Eraser

8 Chips — 51 Minutes 1 Chip — 37 Minutes

Erases 2708, 2716, 2732, 2764, 2516, 2532, 2564. Erases up to 8 chips within 51 minutes (1 chip in 37 minutes). Maintains constant exposure distance of one linch. Special conductive toam liner eliminates static build-up. Built-in safety tock to prevent UV exposure. Compact — only 9.00° x 3.70° x 2.60°. Complete with holding tray for 8 chips.

UVS-11EL Replacement Bulb \$16.95 **DE-4** UV-EPROM Eraser \$79.95



Wall Transformers AC and DC Types

AC250 (Pictured)
Part No. Input
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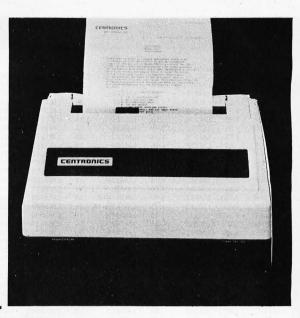
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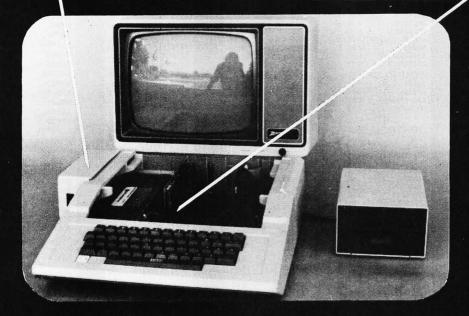
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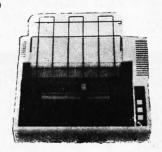
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TMS2532	4096 x 8	(450ns) (5v)	7.95
2732	4096 x 8	(450ns) (5v)	4.95
2732-250	4096 x 8	(250ns) (5v)	12.95
2732-200	4096 x 8	(200ns) (5v)	16.95
2764	8192 x 8	(450ns) (5v)	16.95
2764-250	8192 x 8	(250ns) (5v)	18.95
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TMS2564	8192 x 8	(450ns) (5v)	24.95
MC68764	8192 x 8	(450ns) (5v)(24 pin)	call
	5v = Sir	igle 5 Volt Supply	

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	Timer	Capacity Chip	Intensity (uW/Cm²)	
PE-14		6	5,200	83.00
PE-14T	X	6	5,200	119.00
PE-24T	X	9	6,700	175.00
PL-265T	Х	20	6,700	255.00
PR-125T	X	16	15,000	349.00
PR-320	X	32	15,000	595.00

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1791	29.95
1793	38.95
1795	54.95
1797	54.95
6843	34.95
8272	39.95

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UPD765	39.95
1691	18.95
2143	18.95
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8T28	2.49
8T95	.99
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8T97	.99
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DP8304	2.29
DS8835	1.99

D30033	1.99
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MC3470	4.95
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Z80-CTC	5.95
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Z80-PIO	5.75
Z80-SIO/0	18.50
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Z80-SIO/2	18.50
Z80-SIO/9	16.95

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Z80A-CPU	6.00	
Z80A-CTC	8.65	
Z80A-DART	18.75	
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4035 8.5 74C86 .33 4040 7.5 74C89 4.56 4041 7.5 74C90 1.18 4042 6.9 74C93 1.78 4043 8.5 74C95 .99 4044 7.9 74C107 8.8 4044 7.9 74C150 5.78 4047 9.5 74C151 2.22 4049 .35 74C154 3.22 4050 .35 74C157 1.78 4051 7.9 74C161 1.18 4053 7.9 74C161 1.18 4066 .39 74C162 1.18 4066 .39 74C163 1.18 4066 .39 74C164 1.39 4066 .39 74C163 1.18 4068 .39 74C163 1.18 4068 .39 74C163 1.18 4069 .29 74C173 7.9 4071 .29 74C174 1.19 4072 .29 74C175 1.18 4073 .29 74C192 1.48 4074 .29 74C192 1.48 4075 .29 74C192 1.48 4076 .79 74C195 1.39 4078 .29 74C201 5.78 4081 .29 74C201 5.78 4082 .29 74C303 2.48 4086 .95 74C301 3.8 4098 .249 74C902 3.8 4099 .295 74C901 3.8 4099 .295 74C907 1.00 14411 11.95 74C908 2.00 14410 12.95 74C909 2.75 44508 .95 74C911 3.8 4502 .95 74C911 8.95 4503 .65 74C912 8.95 4510 .85 74C912 1.95 4511 .85 74C912 1.95 4511 .85 74C921 1.78 4511 .85 74C921 1.78 4511 .85 74C922 1.79 4522 .25 74C922 1.95 4522 .25 74C922 1.95 4522 .25 74C922 1.95 4522 .25 74C922 1.95 4526 .25 74C922 1.95 4526 .25 74C922 1.95 4526 .25 74C929 1.95	ı				
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4043	ı				1.75
4046	ı		.85	74C95	.99
4047	ı		.79 85	74C107	
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4051	ı			74C154	
4053 .79 74C161 1.15 4060 .89 74C163 1.15 4066 .39 74C163 1.15 4068 .39 74C163 1.15 4068 .39 74C163 1.15 4069 .29 74C165 2.00 4070 .35 74C173 .79 4071 .29 74C174 1.19 4072 .29 74C175 1.15 4073 .29 74C192 1.45 4075 .29 74C192 1.45 4076 .29 74C195 1.35 4076 .29 74C195 1.35 4078 .29 74C201 5.75 4081 .29 74C201 5.75 4082 .29 74C21 1.75 4082 .29 74C373 2.45 4086 .95 74C374 2.45 4086 .95 74C373 2.45 4086 .95 74C301 3.85 4098 .249 74C902 3.85 4099 .249 74C903 3.85 4099 .29 74C906 .95 14410 12.95 74C906 .95 14411 11.95 74C908 2.05 14412 12.95 74C908 2.05 4502 .95 74C911 8.95 4503 .65 74C912 8.95 4504 .95 74C915 1.19 4511 .85 74C916 1.59 4515 .179 74C922 4.95 4516 1.55 74C923 1.59 4518 .89 74C926 5.95 4520 .79 74C926 5.95 4522 .25 74C928 1.95 4522 .25 74C928 1.95 4526 1.25 74C928 1.95	ı			74C157	1.75
4066	ı	4053	.79	74C161	1.19
4068 .39 74C164 1.38 4069 .29 74C165 2.00 4070 .35 74C173 .79 4071 .29 74C175 1.18 4073 .29 74C192 1.48 4076 .79 74C195 1.3 4076 .79 74C195 1.3 4076 .79 74C195 1.3 4076 .79 74C195 1.3 4078 .29 74C200 5.7 4081 .29 74C201 1.7 4082 .29 74C373 2.45 4085 .95 74C301 .35 4098 .95 74C901 .35 4099 1.95 74C903 .85 4099 1.95 74C906 .95 14410 12.95 74C906 .95 14411 11.95 74C908 2.00 14412 12.95 74C910 9.95	ı				1.19
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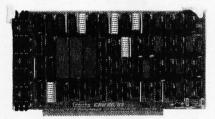
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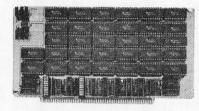
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BLGBT175A64	64K A&T	\$599.00	\$550.00		
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RAM 16 - 32K x 16 BIT CMOS STATIC RAM

8 and/or 16 Bit 816 RAM 16 12 MHz, 32K x 16 or 64K x 8 816 RAM 16 12 MHz, 32K x 16 01 04 K A U IEEE/696 16 Bit 2 Watt, 24 Bit Addressing \$650.00 \$599.00

BLGBT180C 64K CSC \$699.00

NEW! RAM 21 - 128K STATIC RAM

816 RAM 21 12MHz, 128K x 8 or 64K x 16 IEEE/696 8 or 16 Bit 1.2 Amps, 24 Bit Addressing BT190A 128K A&T \$1350.00 **\$1225.00** \$1450.00 \$1375.00

M-DRIVE SOLID STATE DISK DRIVE. 3500% FASTER!

Not Really, But the Next Best Thing for CompuPro 8085/88 Users. Call for Detail on M-Drive

M-Drive requires a 6MHz CPU 8085/88 dual processor, Disk 1 DMA disk controller and System Suport 1 Multifunction Board

BLGBTMD128KA 128K of A&T memory & M-DriveSoftware BLGBTMD128KC 128K of CSC memory & M-Drive Software BLGBTMD256KA 256K of A&T memory & M-DriveSoftware \$1398.00 BLGBTMD256KC 256K of CSC memory & M-Drive Software \$2795.00

STATIC MEMORY BOARDS

RAM 20 - 32K STATIC RAM
RAM 20 10 MHz, 4K byte block disable, bank select

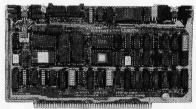
or 24 bit addressing available 8, 16, 24 or 32K
BLGBT164A68 8K A&T \$210.00 \$
BLGBT164A68 8K CSC \$280.00 \$
BLBBT164A616 16K CSC \$355.00 \$
BLGBT164A616 16K CSC \$355.00 \$ \$190.00 \$260.00 \$260.00 \$325.00 BLGBT164AA24 24K A&T BLGBT164AC24 24K CSC \$425.00 \$385.00 BLGBT164AA32 32K A&T BLGBT164AC32 32K CSC \$495.00 \$450.00



S-100 MAINFRAME

110V 60Hz CVT Mainframe uses famous 20 slot

COMPUPRO Motherboard, (55 lbs.) \$825.00 BLGBTENC20RM 20 Slot Rackmount \$895.00 BLEBTENG200K 20 Slot Desk Top \$825.00 \$760.00



I/O BOARDS

SYSTEM SUPPORT 1 MULTIFUNCTION BOARD

Serial port (software prog. baud), 4K EPROM or RAM provision, 15 levels of interrupt, real time clock, ontional math processor

Part No.	Description	List Price	Our Price
BLGBT162A	Assembled & Tested	\$395.00	\$380.00
BLGBT162C	CSC	\$495.00	\$460.00
BLGBT8231	Math Chip		\$195.00
BLGBT8232	Math Chip		\$195.00
BLGBT162AM1	A&T with 8231 Math Chip		\$490.00
BLGBT162CM1	CSC w/8231 Math Chip		\$655.00
BLGBT162AM2	A&T w/8232 Math Chip		\$490.00
BLGBT162CM2	CSC w/8232 Math Chip		\$655.00

MPX CHANNEL BOARD

 I/O Multiplexer, using 8085A-2 CPU on board with 4K RAM

 BLBBT16844
 Assembled & Tested \$495.00
 \$495.00

 BLBBT16864
 CSC
 \$595.00

 With 16K RAM

\$649.00 \$585.00 Assembled & Tested \$749.00 \$675.00 BLGBT166C16 CSC

INTERFACER 1

Two Serial I/O

RI GRT133A Assembled & Tested \$249.00 \$219.00 \$324.00 \$298 00

INTERFACER 2

Three parallel, one serial I/O board Assembled & Tested \$249.0 BLGRT150A \$249.00 \$219.00 BLGBT150C \$324.00 \$289.00

INTERFACER 3

Eight channel multi-use serial I/O board 3A Assembled & Tested \$699.00 \$629.00 RI CRT1748A Assembled & Tested CSC 200 hr. 8 Port \$849.00 BLGBT1745A Assembled & Tested \$599.00 \$559.00 \$629.00

INTERFACER 4

Three Serial, 1 Parallel, 1 Centronics Parallel \$395.00 \$350.00 Assembled & Tested BLGBT187C CSC \$495.00 \$450.00

SPECTRUM COLOR GRAPHICS

Color Graphics board with Parallel I/O
Assembled & Tested \$299.00 \$285.00 BLIGHT144A BLIGBT144C \$395.00 \$375.00

S-100 MOTHERBOARDS

	Active termination, 6-1	2-20 Slot		
BLGBT153A	A&T 6 slot, 2 lbs.	\$140.00	\$125.00	
BLGBT153C	CSC 6 slot, 2 lbs.	\$190.00	\$155.00	
BLGBT154A	A&T 12 slot, 3 lbs.	\$175.00	\$155.00	
BLGBT154C	CSC 12 slot, 3 lbs.	\$240.00	\$220.00	
BLGBT155A	A&T 20 slot, 4 lbs.	\$265.00	\$235.00	
BLGBT155C	CSC 20 slot, 4 lbs.	\$340.00	\$310.00	

5" DISKETTES



SOFT SECTOR **40 TRACK SINGLE SIDED** DOUBLE DENSITY WITH **HUB REINFORCING RINGS**

PACKAGE OF 10 \$19.95

BONUS!



A \$4.25 VALUE!! BLPR15SDD (Shipping Weight 2 lbs.)

BLPR1580 package of 80 less Library Case \$120.00

EIA/RS232 WALL PLATES

(Does not include connectors

BLIIIWPDB251 Single punched 4/\$10.00

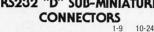
BLIIIWPDB252 Dual Punched

4/\$12.00



RS232 "D" SUB-MINIATURE **CONNECTORS**

		1-9	10-24	25-99
BLCNDDA25F	25 Pin Male	\$3.00	\$2.75	\$2.25
BLCNDDA258	25 Pin Femal	e\$4.00	\$3.75	\$3.00
BLCNDDB51212	1 Pc. Grey Hood	\$1.60	\$1.45	\$1.30
BLCNDD25H	2 c. Grey Hood	\$1.50	\$1.25	\$1.10
BLCNDDB51226	2 Pc. Black Hood	\$1.90	\$1.65	\$1.45



	25 Pin Male 25 Pin Female			\$2.25
BLCNDDB51212	1 Pc. Grey Hood	\$1.60	\$1.45	\$1.30
BLCNDD25H	2 c. Grey Hood	\$1.50	\$1.25	\$1.10
BLCNDDB51226	2 Pc. Black Hood	\$1.90	\$1.65	\$1.45



S-100 STARTER SYSTEM

We've bundled our most popular 3 board combination to form a complete S-100 System,

just add mainframe, peripherals and cables!

CCS2810 4MHz Z80 CPU

- 2/4 MHz CPU
 On board RS-232 Serial port
- On board Monitor

SAVE \$430.00!!

2060*With the purchase of two disk drives

CCS2422 DISK CONTROLLER

- Contols 4, 8" or 51/4" drives
- IBM 3740 Standard
- Supports single or double density
- Supports single or double sided

\$750.00 if purchased separately Plug compatible with Shugart, Mitsubishi, MPI, Qume, Tandon, and Siemens

CCS2065 64K 4MHz RAM

- 4116 Low power dynamic RAMs
- Supports DMA
- Bank Select up to 512K
- Fail Safe refresh circuitry

ALL BOARDS ASSEMBLED &

TESTED - PLUG & RUN!!

Para Dynamics



18 SLOT S-100 MAINFRAME

CVT Power Supply, forced air cooling; security lock 120 or 220V AC@50 or 60Hz +8V@30A +16V@54-16V@2A Description List Price Our Price

Desk Top (43 lbs.) \$880.00 \$790.00 RIPON20180 Rack Mount (43 lbs.) \$925.00 \$835.00 BLPDN2018R

8 SLOT S-100 MAINFRAME WITH **CUTOUTS FOR 2 41/4" DISK DRIVES**

+5@6A +8@20A, +12@5A, +16@2. -16@2 108D Desk Top (43 lbs.) \$890.00 \$800.00 BLPDN2508D Rack Mount (43 lbs.) \$950.00 \$855.00 RIPON2508R

DISK DRIVE FACILITY

Accommodates two 8" floppy drives, of Shugart, Qume, or similar design and dimensions, 110 or 220V AC at 50 or 60Hz

BIPDN22000 BLPDN2200R

(32 lbs. \$650.00 \$595.00 Desk Top Rack Mount (34 lbs.) \$675.00 \$605.00







Free standing cabinet Will accept 2.8 Floppy disks and 1. 8" Rigid disk 18 slot card cage will accept the double height 10" x 10" S-100 cards (Alpha Micro and others) CVT Power Supply ±12V d3A

+24@8A, +16@5A, -16@2A, +8@30A, +5@7A, -5V@3A PRONTO COMPLETE WITH POWER SUPPLY POWER-UP SEQUENCER BLPDN28182 PRONTO with sequencer \$159500 \$1435.00 Shipped motor freight collect

DATAGARD™



Before you plug in your computer, you'd better consider how you are going to insure or protect your investment from unwanted electrical pollution.

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SINGLE STAGE SPIKE PROTECTION

Part No.	Description	Wt.	List	1-9	10-24	
	Wall unit plug in 6 outlet strip w/SW&L			\$39.95 \$49.95		

DG315

3 STAGE SPIKE FILTER AND FOUR STAGE NOISE FILTER

2 lbs. \$153.95 **\$119.95 \$ 99.95** BLWBRDG315P Wall unit plug in | Wall ulli | Ul

SMITH-CORONA TP-1

LETTER QUALITY -ELECTRONIC TEXT PRINTER



BLSCMTP1P10 (Parallel)

• 12 CPS • 10 CPI • 6 LPI • SERIAL OR PARALLEL INTERFACE ● 50-19.2K Baud ● Friction Feed ● 88 Character 1625 TPI Black Milar Ribbon \$3.50

BLSCM12625 BLSCM12658 TPI Black Fabric Ribbon

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AUTO DIAL 212A MODEM

The AUTO DIAL 212A Modem is a direct connect 0-300 or 1200 baud modem capable of dialing and calling for you. The AUTO DIAL 212A is compatible in function to the DC Hayes SMARTMODEM™

Description List Price SALE Price BLUSRADIAL212A 0-300, 1200 baud dialing modem \$599.00 \$495.00

ACCOUSTIC MODEM



The PHONE LINK Modem is a 300 baud RS232 compatible acoustic modern capable of operating as either an answer or originate modern. It is BELL 103/113 compatible and will accept most standard phone

BLUSRPLNK 0-300 Baud accoustic modem \$149.00 \$129.00



MICRO LINK **DIRECT CONNECT** MODEMS

The MICRO LINK Modems are available in either 0-300 or 1200 baud transmission rates and both are RS232 compatible. Operation can be

BLUSRMLNK300 0-300 baud direct connect BLUSRMINK1200

1200 baud direct connect

\$179.00 **\$159.00** \$449.00 **\$399.00**

AUTO LINK DIRECT CONNECT AUTO ANSWER MODEMS

The AUTO LINK Modems are auto answer modems capable of operating

at 0-300 baud or 1200 baud transmission rates. The AUTO LINK Modems can be operated in either answer or originate modes.

BLUSRALNK300 0-300 baud auto/direct connect\$219.00 \$195.00 BLUSRALNK1200 1200 baud auto/direct connect \$499.00 \$449.00 BLUSRALNK212A 0-300, 1200 baud auto/direct \$549.00 \$495.00 USRALNKI ZDONKI Z

BLUSRALNK212A 0-3	00, 120	0 bau	d auto/			00 \$4	195.
USRAD _{1,4} Specs	USRALNKE 12124	SRALNA,	SRMINA 200	ISRAINA.	USAMIN.	4300 USA	PLNX
1200 Baud	X	X	Х	Х			
0-300 Baud	X	X			X	X	X
Auto Dial	X						
(Hayes Smartmodem compatible)							
Auto Answer	X	X	X		X		
Auto Mode Select	X				X	X	
DTR Override	X	X	X	X	X	X	
RS232 pins 2&3 reversible	X	X	X	X	X	X	
ED Indicators:	X	X	X	X	X	X	X
Carrier Detect	Х	X	X	X	X	X	X
Analog Loopback/ Self Test	X	X	X	X	X	X	X
Send Data	Х	X	X	X	X	X	X
Receive Data	X	X	X	X	X	X	X
Terminal Ready	X	X	X		X		
Off Hook	X	X	X		X		
Answer Mode	X	X	X		X		
Ring Indicate			X		X		
High Speed	X	X					

SEND \$1.00 TODAY

FOR THE NEW, FULL COLOR

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SELECTION GUIDE!

SIEMENS FDD100-8 TRUCKLOAD PURCHASE!

TH A HUGE FACTORY DIRECT PURCHASE!!



DUAL 8" SUBSYSTEM

BLCCS2422A Controller w/CP/M 2.2 1 BLSIEFDD1008 8" Drive IN A DUAL HORIZONTAL CABINET WITH POWER SUPPLY

AND DATA CABLE

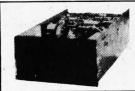
SAVE \$380.00

Same as above, with CCS2810 780

4MHz CPU and CCS 2065 64K Dynamic RAM: \$1390.00 RIPDRSIFSUR2



🚣 MITSUBISHI ELECTRIC

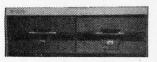


Better Than OUME! **Better Than** SHUGART!

8" Double-sided, double-density, interchangeable with QUME & Shugart PLMITM289463 Shipping Weight 16 lbs. \$450.00 BLMITM289463M Manual \$ 10.00

2 or More \$435.00 each





DUAL 8" FLOPPY DRIVE CABINET

- · Positive pressure forced air cooling for reliable disk drive operation
- AC input via 3 wire 7 foot international cord/socket set
- AC input EMI filtered to six amps to help prevent disk crashes due to power spikes and line noise
- 14 gauge main chassis
- Integral power supply with 5V@6A/-5V@1A/24V@6A
- Double-sided custom PC power board and supply
 Each DC supply and AC separately fused

Shipping Weight 38 lbs.

\$295.00

TWO MITSUBISHI 8" DRIVES AND CABINET TOGETHER!!

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Exactly one-half the height of any other model Proprietary, high-resolution, read-write heads patented by Tandon

nly operation - no A.C. required Industry standard interface

(9 lbs.) Three milisecond track-to-track access time
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 2 or more
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2 or More \$200.00 ea. \$295.00 ea. BLTNDTM1002 Double Sided, 500KB

2 or More \$270.00 ea. \$295.00 ea.

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BLTNDTM1004 Double Sided, 1000KB \$395.00 ea 2 or More \$375.00 ea.

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BLJMRTLC Cabinet & Power Supply List \$200.00 Shipping Weight 12 lbs. \$180.00

BUY THE CABINET AND DRIVES TOGETHER: BLPDBJMRTND1 w/two TNDTM8481s (30 lbs.) (30 lbs.) \$920.00 BLPDBJMRTND2 w/two TNDTM8482s Includes Power Cables

International Incorporated



Positive Pressure Filter Cooling
 Power Supply: 4A@+5V, 3A@+24V

Hinned ton for easy access Heavy non-flex .090 alumin-

1A@-5V Each output is invidually fused

Modular power connectors

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IF BOUGHT SEPARATELY: \$910.00

PRICED AT:

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ENVIRONMENT MONITOR PANEL

Temperature and voltage monitor with visual and audible alarm for overtemp condition. Direct Digital Readoutof internal temperature in C

on standard DVM BLIIIFDE002 CABINET ONLY (Sh. Wt. 38 lbs.) \$295.00
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WORLD'S BEST SELLING TERMINAL!

Extra Memory Pages

BLPDBTLV9252P* *TeleVideo 925 w/free 2nd page memory kit, a \$95.00 value!

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BEST BUYS!

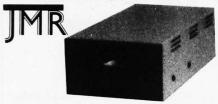
VISUAL 50

- Low profile detached keyboard features sculptured keys with matte finish
- Screen tilts and swivels 80 x 24 display with 25th
- 7 x 9 dot matrix with full decenders RS-232 Serial interface w/auxillary
- RS-232 port 128 Character ASCII set and 31



\$695.00 \$650.00 Non glare Black & White RIVSI50RW \$750.00 \$685.00 P31 green display (Shipping Weight 37 lbs.)

> 51/4" DISK CABINET FOR SINGLE OR DOUBLE DRIVES



SINGLE 5V@1A 12V@1.5A

DOUBLE 5V@2A 12V@3A Shipping weight 9 lbs.

Shipping weight 5 lbs. BLJMR1C5 Single 51/4" Drive Cabinet

\$79.00 \$99.00

BLJMR2C5 Dual 51/4" Drive Cabinet DUAL 51/4" CABINET WITH INTERNAL DATA CABLES \$115.00 BLJMR2C5C With Internal Data Cable

Circle 381 on inquiry card.

REPEAT OF A SELLOUT!!

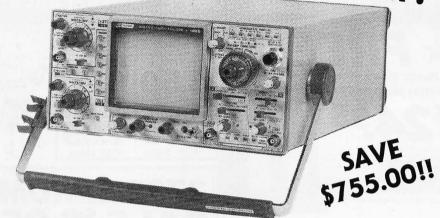
WOW!



MODEL 1500 QUAD INPUT. **EIGHT-TRACE DESIGN** \$1495.00

This new generation scope utilizes a combination of techniques never before applied to oscilloscope design, resulting in an efficient, light weight and reliable unit.

- 100 MHz response
- Maximum sweep rate of 2 nSec/division
- 1 mV/division vertical sensitivity (CH 1 & 2)
- Eight-trace, four-channel operation provides 2 trigger views or four separate vertical inputs
- Calibrated Delayed Sweep operation
- Alternate Sweep to view main timebase and delayed timebase simultaneously



- Vertical Mode trigger selection to display four input signals in sync — even if they are unrelated in frequency
- Bright 16KV, 8 cm x 10 cm CRT display with internal graticule
- Compact overall size; only 5.4 x 11.2 x 15.75 inches and 16.5 pounds. Small enough to fit under any airline seat

The B&K Model 1500 offers all the capabilities you might demand from a lab grade oscilloscope, and at a price that will fit your budget. The cost? Remarkably reasonable especially when you compare it to the other leading 60MHz and 100MHz dual trace scopes that are currently available. This price breakthrough is made possible by **PRIORITY ONE**

ELECTRONICS unequalled purchasing power. As the largest distributor of high performance oscilloscopes, we were able to place a humungous order with B&K and then pass the savings along to you!

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BLBKPLC100 BLBKPLC150

Snap-on front cover Vinyl carrying case for probes and cables \$26.00

B&K-Precision backs the 1500 with a one year warranty and has service centers

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PRECISION 3½-Digit 5 Function



- 200 mV AC/DC voltage ranges
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- Auto zeroing; auto polarity
- 10 megohm input impedance
- Completely overload protected
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- High-energy fuse for added safety
- Complete with test leads and carrying case

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- High-contrast liquid-crystal display
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- DC accuracy 1% typical
- Fully overload protected
- High-energy fuse for added safety Complete with test leads and

carrying case

DE 08080 BLP2801

List: \$65.00

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FLUKE PORTABLE DMMs

BLFLU8060A 41/2 Digits w/Freq Meter \$349.00 BLFLU8062A 41/2 Digit - Tru RMS \$279.00 31/2 Digit "Investigator" \$249.00 BLFLU8024B

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DUAL TRACE OSCILLOSCOPES

V-353F



35 MHz **DELAYED SWEEP**

· Single time base delay sweep · rectangular CRT with internal graticule . High sensitivity 1mv/div (7MHz) ● Large dynamic range of 8 div to full bandwidth ● CH1 output ● Built-in signal delay line
BLHITV353F List: \$949.00

SALE: \$799.00

V-203F



20 MHz **DELAYED SWEEP**

• Single time base delay sweep • High sensitivity 1mv/div (5MHz) • Full TV triggering . X-Y operation . CH1 Output . High reliability, MTBF 20 000 hours

SALE: \$625.00

V-302F



30 MHz

 High sensitivity 1mv/div (5 MHz) • Full TV Triggering • X-Y operation . CH1 Output . Built-in signal delay line . High reliability, MTBF 20,000 hours BLHITV302F List: \$799.00

SALE: \$699.00

V-152F



15 MHz

 High Sensitivity 1mv/div (5MHz) Full TV Triggering ● X-Y operation X10 sweep time magnification

High reliability, MTBF 20,000 hours List: \$595.00

SALE: \$495.00



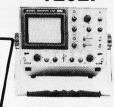
35 MHz **DUAL TRACE**

BLHITV352F

SALE: \$749.00

Same as V353F, except without delayed sweep

V202F

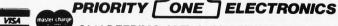


20 MHz **DUAL TRACE**

BLHITV202F List \$695.00 SALE:

\$575.00

Same as V203F. except without delayed sweep



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minidisks

Your Choice SCOTCH **MEMOREX VERBATIM**

Single Side Double Density

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SCOTCH	744D-0	744D-10	744D-16	26.50
MEMOREX	3481	3483	3485	26.50
VERBATIM	525-01	525-10	NA	26.50
MAXELL	MD1	MH1-10	MH1-16	29.85
DYSAN	104/1D	107/1D	NA	45.00

Double Side Double Density

SCOTCH	745-0	745-10	745-16	42.50
VERBATIM	550-01	550-10	NA	42.50
MAXELL	MD2-D	MH2-10D	MH2-16D	45.00
DYSAN	104/2D	107/2D	NA	49.50
DYSAN 96	204/2D	NA	NA	59.50

EIGHT INCH DISKETTES

Single S	Side Single De	ensity	Single S	ide Double Der	sity
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MEMOREX	3060	29.50	MEMOREX	3090	35.00
DYSAN	3740/1	39.50	DYSAN	3740/D	57.50
Thirt	y Two Secto		Double si	de Double Der	sity
SCOTCH	740-32	29.50	SCOTCH	743-0	47.50
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Each keyboard contains 81 high reliability Hall Effect keys. Outputs seven bit parallel ASCII MIC-81SD5 3 Lbs.



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5 1/4" INC-525 \$18.95 4 lbs. 8" INC-800 \$19.95 6 lbs.

2716 EPROM

16K STATIC

64K DYNAMIC 4164 200ns **16K DYNAMIC**

4116 200ns



732 EPROM

DYNAMIC MEMORY

	1-31	32+	100+	
4116-150ns 16k	1.95	1.85	1.75	
4116-200ns 16k	1.75	1.65	1.50	
4164-150ns 64k Japan 128 refresh	8.95	8.25	7.90	
4164-150ns 64k Texas Inst. 256 refresh	7.00			
4164-200ns 64k Japan 128 refresh	8.50	7.75	7.50	
41256-200 256K dynamic memory	call f	or pricing		
STATIC MEMORY				
21L02-200ns 1k	1.49	1.29	1.15	
21L02-450ns 1k	1.29	1.15	.99	

2112-450ns 2k	3.95	3.50	3.25
214-300ns 4k			
2114-450ns 4k			
1044-250ns 4k			
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5257-300ns 4k			
5116-P3 150ns 16k 24 pin	7.50	7.25	6.90
5116-P4 200ns 16k 24 pin	7.00	6.75	6.65
5167 / 2167 100ns 16k 20 nin	9.95	9.50	8 00

EPROMS

2716-450ns 16k
2716TMS-450ns 16k tri-voltage
2516-450ns 16k
2732-350ns 16k
2732-450ns 16k 2532-450ns 16k
2764-450ns 64k
27128-450ns 128k ()
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ASTEC SWITCHING POWER SUPPLY

Output; +5v. 3A; +12v .9A; -12v .075A. Suitable for Apple look-a-like. ATC-1298







S-100 .125" centers	each	10+
Imsai solder .250" row	\$2.95	\$2.50
Imsai wire wrap (TI)	3.95	3.50
Sullins Hi-Rel, . 250"	4.50	4.00
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22/44 Kim Evelet	2.50	2.15
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	DB 25S female	3.35	3.15	3.05
.15	DB hood 2/P	1.35	1.15	1.05
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.15	DC37S female	6.00	5.75	5.50
.15	DC hood 2/P	2.25	2.00	1.75
.85	DD50P male	5.50	5.10	4.75
	DD50S female	9.40	8.60	8.00
	DD50 hood 2/P	2.60	2.40	2.10
	CENTRONICS			
	57-30360	7.95	6.75	5.75
	RIBBON CABI	F CON	NECTO	RS
	17/34 5" disk			3.95
	20/40 TRS-80			4.70
1	25/50 8" disk			4.90



Eight Inch Single Sided

One Two Ten

SHUGART SA801R	\$395	385	375
SIEMENS FDD100-8	259	259	225
TANDON 848-1 SLIMLINE	379	369	359
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SHUGART SA851R	525	495	475
QUME DATA TRACK 8	525	495	475
MITSUBISHI M2894-63	485	475	469
OLIVETTI 802/851	369	359	349
TANDON 848-2 SLIMLINE	495	485	475
SHUGART 860 THINLINE	569	549	539
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TANDON TM 100-1	209	199	195
Five Inch Double	Sided	Line	2011
SHUGART SA450	349	329	315
TANDON TM 100-2	295	269	259
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Upon request, all drives are supplied with power connectors and manual



Two Siemens FDD100-8 disk drives with power supply, 4" exhaust fan complete with all necessary power cables. Same as above but with:

Shugart 801R MSD2801 \$1195

Shugart 851R MSD2851 1450

Olivetti 802 CAL2802 51250 Qume DT8 MSD8DT 1450

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California Digital has recently participated in the purchase of several thousand Siemens FDD 100-8 floppy disk

California digital risa recently participated in the portrises or several infloation Settletts PD 100-08 loopy of drives. These units are electronically and physically similar to that of the Shugart 801R disk drive. Any application that will accept an 801R will work with the Siemens FDD 100-8 drive. All units are new and shipped in factory sealed boxes. Because of the extremely low price we expect a quick self out. Please reserve your units early. SEA-F1008 17 lbs. Manual and connectors supplied free upon request. Also available: Two drive subsystem supplied in steel enclosure with power supply and fan. \$750.00 CAL-2F1008

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Ten sector MMM-SMMM-SD74416 2lbs.





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Epson MX80FT with graphics, friction & tractor feed	
EPS-MX80FT	539.00
Epson MX100 with graphics, 15" paper EPS-MX100	695.00
NEC 8023A parallel 9.5" paper, graphics NEC-8023A	489.00
Anadex 9500A high speed dot matrix printer 15"	
ADX-9500A	1.279.00
Anadex 9501A 15" paper with graphics ADX-9501A	1,279.00
Texas Instruments 810 serial 15" upper & lower case	
TEX-810L	1.299.00
Datasouth DS180 high speed 180 char/sec. 15" DSI-180	1,295.00
Prowriter 8510 parallel 9.5" PRO-8510P	495.00
Prowriter 8510 serial 9.5" PRO-8510S	639.00
Prowriter II 15" paper PRO-2P	750.00
Printronix P300 high speed printer 300 lines/min.	
PTX-P300	4.500.00
Printronix P600 high speed printer 600 lines/min.	
PTX-P600	6.150.00
IDS prism 80 column, graphics, (non-color) IDS-P80G	1,150.00
IDS prism 132 COLOR with graphics 15" paper	
IDS-P132CG	1,650.00
Mannesmann Tally 1805 200 cps. serial MAN-1805	1,650.00
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NEC7730 same as above parallel only NEC-7730	2.379.00
NEC3510 serial 15" NEC-3510	1,775.00
Diablo 620R101 25 cps. serial DBL-620	1,270.00
Diablo 630 40 cps. serial DBL-630	2,250.00
Smith Corona TP-1 daisy wheel parallel SCMTP1P	659.00
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BMC 13" RGB color monitor BMC-1401RGB	329.00
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Universal 103LP direct connect, line powered UDS-103LP Universal 103LPJ direct connect, auto answer UDS-103LPJ Universal 202 direct connect 1200 baud, half duplex UDS-202LP Universal 202LP direct connect 1200 baud, full duplex UDS-212LP	169.00 209.00 189.00 450.00
Signalman Mark I direct connect with terminal cable SGL-MK1	89.00



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	XITEN	
XTN-G10 XTN-16K	Xiten 10 Megabyte Gallium hard disk 16K RAM card for Apple II	1,995.0 69.0
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RAN-APL1 RAN-APL2	Apple add on disk drive with controller Apple add on drive without controller	525.0 395.0
CA	ALIFORNIA COMPUTER SYSTEMS	
CCS-7710 CCS-7728 CCS-7720 CCS-7114 CCS-7424 CCS-7440 CCS-7811B	Asynchronous Serial Interface Centronics Parallel Interface Apple Parallel Interface 12K Rom/Prom Module Calendar /Clock Module Programmable Timer Arithmetic Processor for Apple II plus	125.0 95.0 95.0 115.0 95.0 95.0 319.0
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MTN-STLK MTN-ROMF	Supertalker SD200 Rom Plus with Keyboard filter	149.00 169.00
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	MICRO SOFT	
MSF-SFTCRD	Microsoft Z-80 CPU card	249.00
MSF-16KRAM	Microsoft 16K RAM card	125.00
	VISTA	
VSA-A800	Vista 8" controller card	489.00
VSA-VIS80	Vista Vision 80	289.00
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FDN-SPRDRV	Super Drive-35 track Apple add on	329.00
	SORRENTO VALLEY ASSOC	
SVA-221	Single sided, single density controller	360.00
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SVA-223	Single or double sided, double density	475.00
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ADT. 12VEVN	12-Year and for new Apple	05.00

S-100 OARD



CAL DOS

16	BIT MICROPROCESSORS	
-8687	Godbout 8086/8087 Microprocessor board	495
-8687	Godbout 8088/8085 dual 8 bit	

		microprocessor	359.00	
	SEA-8086	Seattle Computer 16 bit micro two board set	669.00	
	TEC-8086 LOM-8086	Tecmar Computer 16 bit microprocessor Lomas Data Systems Lighting One	595.00 call	
	SIN	GLE BOARD COMPUTERS		
	WAV-BLT1	Wavemate Bullet 1 with floppy, 256K	795.00	
	1102/200	(not S-100)		
	AMD-Z80 TEL-FDC1	Advanced Micro Digital, floppy & 64K Teletek FDC1 Single board NEC765	750.00	
	122 1001	controller	675.00	
	8 1	BIT MICROPROCESSORS		
	GBT-Z80	Godbout Z80 8 bit CPU 24 bit extended		
		address	250.00	
	CCS-2810	California Computer Z-80 microprocessor	275.00	
	SDS-SBC200	SD Systems SBC-200 Z-80		
		microprocessor	275.00	
	MSM-Z80	Measurement System Z-80 2810		
		microprocessor	425.00	
s	TAR-Z80	Tarbell Electronics Z-80 with two RS232	205.00	

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CCS-2422	California Computer 2422 with CPM	339.00
TAR-DDC	Tarbell Electronics double density controller	419.00
TAR-SDC	Tarbell Electronics single density controller	279.00
	PM OPERATING SYSTEM	
GBT-CPM22	Godbout CPM 2.2 for Disk One 8 bit operation	160.00

	operation
GBT-CPM86D	Godbaut CPM 86 for Disk One for use
Carponia de Carpon	with 8088
GBT-CPM86	Godbout CPM 86 for operation with 8036 board
H.	ARD DISK CONTROLLER
CRT-DCK2	Godbout Disk II hard disk controller

BT-DSK3	Godbout Disk III hard disk controller
ADS-W506	Morrow Designs Winchester for
	Seagate 506
VDI-1000	Western Dinital WD-1000 (not S-100)

	EPHOM BOARDS	
ADS-PB100	Ackerman Digital Prom Blaster 100	
SDS-P100	SD Systems Prom-100 programmer	
SSM-PB1	SSM Prom prgrammer up to 2716	
DGR-P32	Digital Research 32K Eprom read only board	

STATIC MEMORY BOARDS

UAL-564	California Digital Static 64 07 10 Uit	
	(6167)	595.00
GBT-R16	Godbout Ram 16 64K memory 8/16 bit	760.00
GBT-R17	Godbout Ram 17 64K memory 8 bit	
	24 bit add	395.00
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	bound	375.00
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3	SD Systems Expandoram III 256K dynamic	ì
35	California Computers 2065 64K dynamic	3
MB64	Measurement Systems DMB6400 (Alpha	

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MDS-MTL1	Morrow Designs Multiboard 3 serial)	
	2 parallel	275 00
GBT-133A	Godbout Interfacer I 2 serial ports	199 00
CB1 150A	Godbout Interfacer II 1 serial/3 parallel	199 00
CBT-135A	Godbout Interfacer III with 5 serial ports	495.00
GBT-138A	Godbout Interfacer III with 8 serial ports	585 00
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CCS-2720	California Computer 2 serial / 2 parallel	295.00
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	Vortrax module	1190
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OPTICAL RECOGNITION EQUIPMENT

265.00 265.00



DISPLAYED ASCII OUTPUT

THE TOTAL TEST DOCUMENT 4013016-001

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200/250nS Specify computer \$12.95 CALL FOR VOLUME PRICING

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Operates by applying 12VDC in one direc-tion and then reversing polarity (or square wave). Uses 12VDC Clock Wise Rotation, Rated 3 RPM at 4 P.P.S. with a 5 degree

PRICE 495 ea

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USED IN DATA PRODUCTS PRINTER \$19.95 ea

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19 Column Printer prints 16 numerical columns plus 3 columns which have math, alpha and other notations. Each wheel has 12 positions with position 12 blank.

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8214	4.95	6821 6.50	6530-X	24.95
8216	2.75	6828 10.50	6532	17.95
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Complete Z-	-80 microcomputer	with	RAM,	ROI	И, 1/О,
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AIM-65 - Rockwell International Complete 6502 microcomputer with alphanumeric display,

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0006/0007	 CompuPro
0000/000/	- Comburio

16 Dit. 8 or 1	UMHZ	RURP C	PU	with	provisions	TOT	8087	a
80130.								
CP11-70520A	8 MHZ	8086 4	1 2 7	_			\$624	95

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with 8087 A & T \$1224.95
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2 4	MHz Z80A CPU, 24 bit addressing.	
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4 MHZ Z-80A	C	Pl	1	vitt	S	e	1a	18	pa	rai	ello	. 1K F	AM. BK
ROM space.	mo	ni	tor	PF	10	M	11	ncl	ude	d.			
CPC-30200A	A	&	T										\$399.95

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2 or 4 MHZ Z-80 CPU with serial I C	port & on-board monitor
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64K STATIC RAM - SSM

IEEE 696 S-1	00 standard, up to 6MHz 8 Bit, 12MHz 16 Bit, 24	1
Bit extended	addressing, disable-able in 2K increments	
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64K static S-	100 RAM	card.	4 10	16K	banks up to	8 MHz.
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MEM-32152K	32K kit			 	\$199.95
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MEM-32631A	32K A	&	Τ														\$364.95
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segments extend	ded add	ressing	1.				
MEM-16171A 16	SKA&	T			5	149	.95

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Real time clock, three 16 bit interval timers, dual interrupt controllers(15 levels), up to 4K EPROM/RAM. RS-232C serial channel, provision for 9511A/9512 math chip.

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	3 para	Ilel. 1	serial. 8	& interrupt timer.	
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Baud, ideal for multi-user systems	
IOI-1018A A & T	469.95

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I wo s	eri	al	å	3	F	a	16	3/	le	1	1	()	P	00	r	ts		7	70)-	- 7	9	. 4	21	(В	aud
IOI-1015A	A	&	T															•		٠								\$289.9

MPC-4 - SD Systems

I/O-4 - SSM Microcomputer

2 serial I/C	ports plus 2 parallel I/O ports.
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Disk Sub-Systems - Jade

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THE BUS PROBE - Jade

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WANTED: CDC Hawk 10-megabyte hard-disk drive or Shugart SA-1004 Winchester drive. Must be reasonable. Steve Waechter, POB 3597, Fullerton, CA 92634, [714] 674-3071 evenings, 871-2863 days.

FOR SALE: BYTE from issue #1 through June 1980. Mint condition with shelf box holders. Best written offer within 30 days of this ad. Include name, address, and phone number. C. A. Reece, 1915 White Rose, Carrollton, TX 75007.

FOR SALE: Burroughs L4000 computer complete with tape punch and punched tape reader in working condition. You must provide shipping. Will fit in the back of a one-half ton pickup truck. Best offer. Russell Tiffany, R.R. 1, Box 28, Hallstead, PA 18822.

FOR SALE: OSI C3-S1 computer with 48K static RAM, dual 8-inch disk drives, 6502/6800/Z80 processor, all manuals, two operating systems, BASIC, and much software. New: \$4400; sell: \$3100. A. Babudro, POB 5758, San Diego, CA 92105.

FOR SALE: Heath H-8 complete system with 48K RAM, 4-port serial I/O, CP/M-capable with H-17 dual floppy disk. CP/M and miscellaneous software included, plus more than 40 minidisks with light use. System carefully assembled, in excellent condition, with all manuals. \$2675 value in last catalog, will sell all for \$1750 including shipping. Or, will sell separately. Also, old H-9 terminal, video needs work, keyboard and video display okay, make an offer. Gary Hammond, POB 54, Weirs Beach, NH 03246, (603) 497-3521 evenings.

FOR SALE: First-class system. Godbout Big 16 plus drives, analog I/O, smart terminal, cables, CP/M-80, CP/M-86, Pascal-MT+, Pascal/M-86, VEDIT, and more. Excellent condition. Hard to beat at \$3995. Karl Sipfle, 3400 Lloyds Lane E-5, Mobile, AL 36609, (205) 343-2820 evenings

NOTICE: Inmate working with Burroughs 1800 series in FORTRAN, COBOL and BASIC. Also, TRS-80 Model | Level II. Would like to correspond and exchange ideas, programs, and advanced concepts with computer enthusiasts. Will execute individual's programs, as long as they are contributing to educational benefits. Also, would like hard copies of TRS-80 software: games and educational. David Bensinger, #R106-475, POB 56, Lebanon, OH 45036.

FOR SALE: Compucolor II with 16K RAM, 32K ROM, disk, 15 MHz color display, 71-key keyboard, RS-232C port, 24-hour clock, graphics and DOS in ROM, all manuals, and documentation for hardware and software included. Also, software includes Statistics, word processing, Data Base Management, assembler, editor, chess, Star Trek and eight other game disks. Cost \$2280, will sell for \$1100. C. Lovejoy, 49 South St., Natick, MA 01760, (617) 655-8851 7-9 p.m.

FOR SALE: Strictly Commodore back issues; almost one-half of each issue consists of practical, useful, and entertaining programs for PET, VIC-20, CBM, and Super PET computers; \$2 each. Also have several exciting arcade-type games; \$15 each. R. Olanson, 47 Coachwood Pl. N.W., Calgary, Alberta, T3H 1E1 Canada.

FOR SALE: Apple II Plus computer with 16K RAM and Leedex Video 100 black-and-white 12-inch monitor; both 1 year old. Total price \$1100. Certified check, I pay shipping. Dr Alan J. Grant, 530 44th St., Brooklyn, NY 11220, [212] FOR SALE: TRS-80 16K Level II with Scott Adams' Adventure 1 through 3 and Starfighter; Big Five's Galaxy Invasion; Radio Shack's Dancing Demon, Raaka-Tu, Space Warp, and Dumb Terminal with cable; Soft Sector Marketing's Alien Defense; Med System's Labyrinth. I upgraded to an Osborne 1. Also, I want information on converting the POKE statements in Avalon Hill's Tanktics into something I can use on the Osborne 1. Robert Bauer, 4059-L Donald, Eugene, OR 97405, (503) 344-4592

FOR SALE: Apple II system including 48K memory, Applesoft in ROM, disk drive, Z80 Softcard, RS-232C interface card, plus a library of over 100 programs; \$2200. R. S. Steele, 103 West Melbourne, Oak Ridge, TN 37830, (615) 482-5633.

FOR SALE: TI 99/4A computer that has been barely used. \$300 with video modulator and one command module. T. N. Gautier, 4758 South Appletree Ave., Tucson, AZ 85730, [602] 790-4533

WANTED: Apple computer programs to swap, including Mountain Computer Music System disks. Jerry Bolin, 831 Poplar St., Missoula, MT 59802.

WANTED: Information on software with medical applications for a reference source on medical computing. I am interested in programs related to medical diagnosis, decision making, record keeping, office management, clinical research, or medical education. A listing of available programs and their sources will be included in the final publication. Jeffrey D. Horbar, M.D., Computer Section, Pediatrics, University of Vermont, College of Medicine, Given Building, Burlington, VT 05405.

FOR SALE: Microfiche retrieval and reading system, automated, computer-controlled. Also, used Image Systems Model 201 with computer interface, holds 720 fiche. Asking \$9500. R. Klein, 2929 East 6th St., Tucson, AZ 85716, [602] 327-2636 or 626-4119.

FOR SALE: IBM Correcting Selectric typewriter/printer; \$1000. Conversion was done by Micro Computer Devices of California. The unit includes a black box and accepts RS-232C serial interface from terminal or microcomputer. Extra features include sound reduction, dead-key disconnect (for foreignlanguage work), and a set of 24 typing elements. Also HP-82143A thermal printer for HP-41C programmable calculator at one-half of the list price. M. Barret, 2 Tudor City, 1-C North, New York, NY 10017, (212) 949-0009.

FOR SALE: BYTE #1 through 12/79 in excellent condition, \$150 or best offer. Also have Interface Age, Kilobaud Microcomputing, 80-US, TRS-80 Monthly, and Creative Computing. Gary S. Fix, 5505 Diablo Dr., Sacramento, CA 95842.

FOR SALE: Processor Technology SOL-20 terminal computer has 16K memory plug-in with several program-cassettes. BASIC, Electric Pencil by Shrayer, etc. Electrohome 14-inch black-and-white TV monitor. Anderson-Jacobson (IBM) AJ841 Selectronic terminal printer that gives letter-copy printout in uppercase and lowercase. Complete setup for \$1600. Also, Tektronix Model 5403 mainframe dual-trace oscilloscope with display readout. In excellent condition; \$1600. Bob Goodman, POB 452, Alexandria, LA 71301, (318) 445-0262 or 640-1466

FOR SALE: LA-36 DECwriter, including RS-232C interface, shelf, casters, cover, manual, etc. Perfect condition; \$900 (plus shipping) or trade for video terminal. Also selling Tally Model 420 high-speed paper-tape punch and Model 424 reader: \$50 each. Printec 100 cps printer; \$100. Paper tape; \$25/case [28 rolls]. Peter Smart. POB 150, Silver Lake, NH 03875, [603]

LEGAL NOTICE

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Mail Subscription Total Paid Circula-	211,421	228,085
tion D. Free distribution by mail, carrier or other means samples, complimentary, and	281,897	322,515
other free copies	3,089	2,173
E. Total distribution Copies not distributed Office use, left over, unaccounted,	284,986	324,688
spoiled after printing 2. Return from news	6,945	5,312
agents	10,069	None to date
G. Total	302,000	330,000
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Virginia Londoner, Publisher

Unclassified Ads

FOR SALE: Motorola Exorset 30 computer: 48K expandable to 56K, with supplied board. With MEX6850 ACIA card, MEX6816 16K RAM card, and MEX68PP1 EPROM programmer. Software includes: XDOS, MBASIC compiler, 6800,05,09 macro assemblers, editor, Exorbug monitor, and more. All for \$3000. Bob, (312) 547-0611 evenings.

FOR SALE OR TRADE: Vogue 400C Line Printer. Heavy (500 lbs.) duty, large, fast (600 lpm) printer, available in exchange for STD or Multibus cards, cash, and/or antique, classic, or bestseller computer literature (pre-79 BYTE, Knuth, Scott Kim, etc.). Bill Hall. 3 Scott Rd., West Townsend, MA 01474, (617) 597-6247 or

FOR SALE: SYM-1 single-board computer and 32K memory board. Both for \$250 or best offer. Charles Hembree, POB 942, El Cerrito, CA 94530, (415) 527-6677.

FOR SALE: Back issues of computer magazines: 9 titles, 124 issues, 1977 to 1982. Send SASE for list. David H. Simmons, POB 7000-140, Redondo Beach, CA 90277

WANTED: Back issues of the following magazines: Compute, Creative Computing, Personal Computing, 80 Microcomputing, Kilobaud Microcomputing, and BYTE. If you have any of these magazines in excellent condition for sale, send magazine titles, years, volumes, numbers, and your asking price. Anthony Ayiomamitis, POB 512, Station P, Toronto, Ontario, M5S 2T1 FOR SALE: Used Apple II Plus with 48K, modern, and integer card for \$1100. In excellent working condition, David Albert, 330. East 71st St., New York, NY 10021, (212) 988-7436.

WANTED: OSI C2 OEM: advise on age, condition, and price. M. Hirsch, POB 209, Old Westbury, NY 11568, [516] 626-1265.

FOR SALE: Various back issues of Kilobaud Microcomputing, \$3 includes postage. 101 BASIC Computer Games by Ahl, \$4. Programs For Beginners by Blechmann, \$5 includes postage. Problem Solving Principles by Lewis, \$5 includes postage. Musical Applica-tions of Microprocessors by Chamberlain, \$12 includes postage. Excess postage will be refunded. Douglas Stewart, 15 Mountain View Rd., Cape Elizabeth, ME 04107, (207) 767-2351.

FOR SALE: 48 issues of BYTE from November 1977 to June 1982. Also, 12 recent issues of Creative Computing and various copies of onComputing Computer, Best of Byte, volume 1, and IEEE Microprocessors & Microcomputers, second edition. Subjects range from computer art to voice synthesis. Many articles on hardware construction. Magazines include hundreds of super games for TRS-80, Apple, PET, and IBM. All for \$80. David Luneau, RFD 9 Box H8A, Concord, NH 03301, (603) 225-4743.

WANTED: Computer terminal with modem. I am just beginning to use a computer and have access to a DEC-10 system. I am looking for a quality terminal with modem in good working condition at a very reasonable price. B. Lieberman, 627 Beverly Rd., Pittsburgh, PA 15243, (412) 343-2508 or 624-3763.

WANTED: IMSAI VDP-80 64K RAM with 8-inch disk drives, in good condition. A. M. Agapos, 147 Bradley Dr., Slidell, LA 70458, (504) 286-6896 or 643-0791.

WANTED: Help for Mexican computer backers. They need spare parts, modules, diagrams, software, etc. for a TI-960A computer. Also would experiment with other computers. If you give away any hardware, software, documentation, etc., please send to James Moran, 9873 Lily St., El Paso, TX 79927.

FOR SALE: Commodore VIC-20 in good condition. Includes radio frequency Modulator, cassette player, joystick, game paddles, several issues of VIC users magazine, and software including VIXEL #1 and #2. \$400 or best offer. Brian Hibbert, Apt. 804, 1501 East Gardner Lane, Peoria Heights, IL 61614, (309) 686-3689 evenings.

Answers to "Board to Death" quiz on pages 94-95.

Photo 1: Panasonic Link (handheld computer)

Photo 2: Commodore VIC-20

Photo 3: Colonial Data Systems

Photo 4: California Computer

Systems 2200A

Photo 5: Corvus Concept

Photo 6: Apple II Plus, revision D Photo 7: 16K-byte TRS-80 Color

Computer

Photo 8: Western Digital Pascal

Microengine

Photo 9: Atari 400

Photo 10: Sinclair ZX80

Photo 11: Autocontrol AC-85

Photo 12: IBM Personal Com-

puter

BOMB

BYTE's Ongoing Monitor Box

Article #	Page	Article	Author(s)
1	42	Build the Circuit Cellar MPX-16 Computer	
		System, Part 2	Ciarcia
2	84	The Coinless Arcade—Rediscovered	Clark,
			Williams
3	92	The Vectrex Arcade System	Clark
4	94	Board to Death	Swanson
5	96	Design Techniques and Ideals	
		for Computer Games	Crawford
6	112	Chargel	Ray
7	124	Cosmic Conquest	Sartori-Angus
8 9	142	Ricochet	Williams
9	150	Action Games for the VIC-20	Kavanagh
10	160	Deadline	Morgan
11	162	Penetrator	Wszola
12	167	Character Editor for the Atari	Kilby
13	206	Microshell and Unica, Unix-Style	
		Enhancements for CP/M	Kern
14	222	User's Column: A Slew of Languages, a Slap	
		at Documentation, and a Curse at Keyboards	Pournelle
15	250	Autocontrol's AC-85, a CP/M System	
		on One Board	Benedict
16	260	The Soundchaser Computer Music Systems	Moog
17	278	A Brief Introduction to Electronic	
		Music Synthesizers	Moog
18	288	The 8051 One-Chip Microcomputer: A Most	
		Powerful Microcontroller	Boyet, Katz
19	314	Problem-Oriented Language, Part 1: A New	
		Method of Input	Finger
20	372	Practical Dynamic-Memory System Design	Belics
21	392	Multidos—A New TRS-80 Disk	Archer
22	404	Operating System	Calculate Control of the Calculate Control of
22 23	404	Condor Series 20 DBMS	Abbott
23	414	Test Your Memory Using the	Pinnick
24	486	Barber-Pole Algorithm A Versatile Low-Cost Microprocessor	THILL
27	100	Controller Module	Craig
		Controller Module	Claig

Speech Synthesizer Speaks Up for Number One

BYTE readers again have put Steve Ciarcia in the top spot. His article "Build the Microvox Text-to-Speech Synthesizer, Part 1: Hardware" has earned him first place in the September BOMB contest. He'll receive the \$100 prize. Second place goes to Senior Technical Editor Gregg Williams for his product description of "The Epson QX-10 Valdocs System." As a staff member he is not eligible for the \$50 second-place award. And Robin Moore earned third place for his review, "The Apple III and Its New Profile."

Reader Service

Inqu	uiry No.	Page No.
11. 22.33.44. 56.67. 545.88.99.100.111.122.133 144.154.17.18	47th STREET (6502 PROGRA) 800 SOFTWAR A SYSTEMS CA.S.T.RESEAR AB COMPUTE ABACUS DATA PR ACCESS UNLI ACKERMAN D ADA-VISION 4 ADDMASTER (ADISA CORP. ADV. MICRO T ADV. COMP.PR ADV. DIGITAL (ADV. DIGITAL ADV. DIGITAL ADV. DIGITAL ADV. SYS. COM AEGIS SYSTEM	COMPUTER 553 M EXCHANGE 489 IE 199 ORP. 174 CH 45 R 1542 R 1NC. 80, 81 ODUCTS 156 MITED 467 IGITAL SYS. 517 99 CORP. 552 494 ECHNIQUES 362 IOD. 582, 583 CORP. 265 PROD. 566 PROD. 566 PSTEMS 431 ICEPTS 544 MS 496
19 20 21 23 24 25 26 27 28	ALPHA BYTE C ALPHA BYTE C ALPHA SOFTV ALSPA COMP. ALTOS COMP.	HT ENG. 558 'S, INC. 276 NICS CORP. 364 OMP.PROD. 58, 59 COMP.PROD. 306 COMP.PROD. 346 VARE 21 SYS. 75 SYS. 232, 233
29 30 31 33 34 35 36 514 37 38	AMER.SQUARE ANACAPA RESE ANGELS COME APPARAT INC. APPLE COMPUT APPLE COMPUT	27 ER 140, 141
39 40 389 547 43 169 520 44 45	ARBA 136 ARCHIVE 325 ARK MICROSY	STEMS 334 T'L.RESRCH. 164
46 47 48 49 50 51 52 53 54 55	ATARI 121 ATHENA COMP ATSUKO COMP AUTOCONTRO AUTOMATED E AVOCET 240 A.V.T. ELECTR. B&B ELECTR. B&B ELECTR.	& ELECTR. SYS. 9 UTING INT'L. 554 L INC. 544 QUPMNT. 230 DNICS 33 548
58 59 60 61 62 63 64 65	BASF 17 BASIS, INC. 49 BAUSCH & LON BAUSCH & LON BAY TECHNICA BELL, JOHN E BHRT 165 BIBLIOGRAPHI BINARY CORP	JB INSTR.SYS. 35 JB INSTR.SYS. 35 JB INSTR.SYS. 35 JL ASSOC. 444 JGR. 563 C RETRIEVAL 57 JGR. 550
66 67 68 69 70 554 71 72 73 74	BISON PROD II BISON PROD II BISON PROD II BISON PROD II BISON PROD II BISON PROD II BOTTOM LINE, BPI SYSTEMS 2 BRIDGE COMPI BRIDGE COMPI BYTE BACK ISS BYTE PUBL. IN	NC. 370, 371 NC. 370, 371 NC. 370, 371 NC. 370, 371 NC. 540 THE 291
75 76 77 78 79 80	BYTEWRITER 2 CAB-TEK, INC. CAB-TEK, INC. CAB-TEK, INC. CALIF. DATA C CALIF. DIGITAL CALIF. MICRO.C CDR SYSTEMS	5YS. 473 8 340 556 562 ORP. 548 .580, 581 :OMP. 481
83	CENTENNIAL S	OFTWARE 262

84 CHECK-MATE 210 85 CHECKS-TO-GO 227 86 CHIPS & DALE 512 88 CHRISLIN INDUSTRIES 243 279 CLEVELAND CONS.COMP.& COMPONENTS 545 283 CMA 194 90 CMC, INT'L. 286 91 COGITATE 554 92 COLLINS INT'L. TRADING CO. 327 93 COLONIAL DATA SERV. 309 94 COLUMBIA DATA SERV. 309 95 COMMODORE BUSN.MACH. 79 96 COMMUNICAL, INC. 397 97 COMMUNICATIONS ELECTR. 237 97 COMMUNICATIONS ELECTR. 237 98 COMPACITION RESEARCH 421 98 COMMUNICATION RESEARCH 421 98 COMMUNICATIONS ELECTR. 237 99 COMPACITION RESEARCH 421 98 COMPUNICATION RESEARCH 421 99 COMPULAND 357 550 COMPUCART 107 102 COMPULANT COMPUNICATION RESEARCH 423 103 COMPUNICATION RESEARCH 423 104 COMPUTER AGE 198 107 COMPUTER AGE 198 107 COMPUTER AGE 198 107 COMPUTER COMPONENTS 108 COMPUTER COMPONENTS 109 COMPUTER DISCOUNT PROD. 549 109 COMPUTER COMPONENTS 100 COMPUTER DISCOUNT PROD. 549 110 COMPUTER DISCOUNT PROD. 549 111 COMPUTER DISCOUNT PROD. 549 112 COMPUTER EXCHANGE 110, 111 113 COMPUTER EXCHANGE 110, 111 114 COMPUTER EXCHANGE 110, 111 115 COMPUTER STOCHANGE 110, 111 116 COMPUTER STOCHANGE 110, 111 117 COMPUTER STOCHANGE 110, 111 118 COMPUTER STOCHANGE 110, 111 119 COMPUTER STOCHANGE 110, 111 110 COMPUTER STOCHANGE 110, 111 111 COMPUTER STOCHANGE 110, 111 112 COMPUTER STOCHANGE 110, 111 113 COMPUTER STOCHANGE 110, 111 114 COMPUTER STOCHANGE 110, 111 115 COMPUTER STOCHANGE 110, 111 116 COMPUTER STOCHANGE 110, 111 117 COMPUTER STOCHANGE 110, 111 118 COMPUTER STOCHANGE 110, 111 119 COMPUTER STOCHANGE 110, 111 110 COMPUTER STOCHANGE 110, 111 111 COMPUTER STOCHANGE 110 111 COMPUTER STOCHANGE 110 111 COMPUTER STOCHANGE 110 111 CONDUTER STOCHANGE 110 111 CONDUTER STOCHANGE 110 111 CONDUTER STO	Inq	uiry No.	Page No.
92 COLLINS INTL.TRADING CO. 327 93 COLONIAL DATA SERV. 309 94 COLUMBIA DATA PROD. 37 95 COMMODORE BUSN.MACH. 79 96 COMMUNICAL, INC. 397 97 COMMUNICAL, INC. 397 97 COMMUNICAL, INC. 397 98 COMMUNICATION RESEARCH 421 98 COMMUNICATIONS ELECTR. 237 99 COMP.RELECTR. SUPPLY SVC. 433 41 COMPONENTS EXPRESS 363 505 COMPONENTS EXPRESS 363 505 COMPONENTS EXPRESS 489 101 COMPULANT 107 102 COMPULINK CORP. 22 103 COMPULINK CORP. 22 103 COMPULINK CORP. 22 104 COMPUPRO/GODBOUT 117 104 COMPUPRO/GODBOUT 158, 159 105 COMPUTER AGE 198 107 COMPUTER AGE 198 107 COMPUTER AGE 198 107 COMPUTER APPARATUS 497 108 COMPUTER COMPONENTS 109 COMPUTER COMPONENTS 1011 COMPUTER DISC. OF AM. 275 110 COMPUTER DISC. OF AM. 275 111 COMPUTER DISC. OF AM. 275 111 COMPUTER EXCHANGE 110, 111 114 COMPUTER EXCHANGE 110, 111 116 COMPUTER EXCHANGE 110, 111 116 COMPUTER EXCHANGE 110, 111 116 COMPUTER EXCHANGE 110, 111 117 COMPUTER BINOVATIONS 475 118 COMPUTER WICHANGE 140, 115 119 COMPUTER BAIL ORDER 204, 205 120 COMPUTER MAIL ORDER 204, 205 120 COMPUTER BOLUTIONS 294 121 COMPUTER SHOPPER 550 122 COMPUTER SHOPPER 550 123 COMPUTER SHOPPER 550 124 COMPUTER SHOPPER 550 125 COMPUTER SHOPPER 550 126 COMPUTER SHOPPER 550 127 COMPUTER SHOPPER 550 128 COMPUTER SHOPPER 550 129 COMPUTER SHOPPER 550 120 COMPUTER SHOPPER 550 121 COMPUTER SHOPPER 550 122 COMPUTER SHOPPER 550 123 COMPUTER SHOPPER 550 124 COMPUTER SHOPPER 550 125 COMPUTER SHOPPER 550 126 COMPUTER SHOPPER 550 127 COMPUTER SHOPPER 550 128 COMPUTER SHOPPER 550 129 COMPUTER SHOPPER 550 120 COMPUTER SHOPPER 550 121 CONTROL CORP. 358 130 CONSUMER COMP. 213 131 CONTROL CORP. 358 132 CONSUMER COMP. 213 134 CONSUMER COMP. 213 135 CONTROL CORP. 550 156 CREATIVITY UNLTD. 556 157 CONDOR COMP. 560 158 CORP. 369 159 DATA ACCESS CORP. 429 163 DATA SOURCE SYS. CORP. 251 164 DATA SUBTING SASS 170 DATA MAIL 453 171 DATASOUTH COMP. CORP. 155 174 DECISION RESOURCES 145 175 DENISON KYBE CORP. 258, 259 167 DIGITAL DIMENSIONS 315 10 DIGITAL EMBRESIONS 315 10 DIGITAL BUBENSIONS 315 10 DIGITAL MARKETING 6 10 DIGITAL PROPER 550 10 D	85 86 88 279 283	CHECKS-TO CHIPS & DA CHRISLIN II CLEVELAND COMPONEN CMA 194	-GO 227 LE 512 NDUSTRIES 243) CONS.COMP.& ITS 545
COMPULANCE	91 92 93 94 95 96 97	COLLINS IN COLUMBIA COMMODOF COMMUNIC	CL.TRADING CO. 327 DATA SERV. 309 DATA PROD. 37 RE BUSN.MACH. 79 AL, INC. 397
110 COMPUTER DISC. OF AM. 275 111 COMPUTER DISCOUNT PROD. 549 112 COMPUTER EXCHANGE 110, 111 113 COMPUTER EXCHANGE 110, 111 114 COMPUTER EXCHANGE 110, 111 115 COMPUTER EXCHANGE 110, 111 116 COMPUTER EXCHANGE 110, 111 117 COMPUTER EXCHANGE 110, 111 118 COMPUTER EXCHANGE 110, 111 119 COMPUTER INTOVATIONS 475 118 COMPUTER MAIL ORDER 204, 205 120 COMPUTER MAIL ORDER 204, 205 121 COMPUTER SHOPPER 550 122 COMPUTER SHOPPER 550 123 COMPUTER SHOPPER 550 124 COMPUTER SOLUTIONS 294 124 COMPUTER SPOLITIES. 188, 189 125 COMPUTER SOLUTIONS 294 126 COMPUTER SPOLITIES. 188, 189 127 COMPUTER SOLUTIONS 294 128 COMPUTER TOOLBOX, INC. 550 129 COMPUTER WRHSE. 322 120 COMPUTER WRHSE. 322 121 COMPUTER WRHSE. 322 122 COMPUTER ORDER 339 133 COMPUTER ORDER 339 134 COMPUTER ORDER 332 135 CONTOLRENT CORP. 332 136 CONSUMER COMP. 213 137 CONCURRENT CORP. 332 138 CONSUMER COMP. 213 139 CONTROL CORP. 550 150 COMPUTEN SOME COMP. 550 151 CONTROL CORP. 550 152 COSMIC COMP.UNLTD. 556 153 COST PLUS COMP. 550 154 CPU SHOP. THE 559 155 CREATIVITY UNLTD. 550 156 CREATIVITY UNLTD. 550 157 CROMEMCO 2 159 CSCS 356 150 CUSTOM COMP.TECH. 378 151 CUESTA SYS, 504 152 COSMIC HANGE 548 153 DATA ACCESS CORP. 429 163 DATA ACCESS CORP. 429 163 DATA AMAIL 453 166 DATA SURRE SOLUTIONS 172 165 DATA ACCESS CORP. 429 163 DATA AMAIL 453 170 DATA SOURCE SYS.CORP. 251 174 DECISION RESOURCES 145 175 DENISON KYBE CORP. 258, 259 176 DIGITAL DIMENSIONS 315 1 DIGITAL MARKETING 6 1 DIGITAL RESRCH. COMP. 561 179 DIGITAL BURENSIONS 315 1 DIGITAL MARKETING 6 1 DIGITAL RESRCH. COMP. 561 179 DISK SUPPLY CO. 36 180 DOKAY COMP.PROD.INC. 584, 585	41 505 101 550	COMPONEN COMPONEN COMPUADO COMPUCAR	CTR. SUPPLY SVC. 433 ITS EXPRESS 363 ITS EXPRESS 489 357 T 107
110 COMPUTER DISC. OF AM. 275 111 COMPUTER DISCOUNT PROD. 549 112 COMPUTER EXCHANGE 110, 111 113 COMPUTER EXCHANGE 110, 111 114 COMPUTER EXCHANGE 110, 111 115 COMPUTER EXCHANGE 110, 111 116 COMPUTER EXCHANGE 110, 111 117 COMPUTER EXCHANGE 110, 111 118 COMPUTER EXCHANGE 110, 111 119 COMPUTER INTOVATIONS 475 118 COMPUTER MAIL ORDER 204, 205 120 COMPUTER MAIL ORDER 204, 205 121 COMPUTER SHOPPER 550 122 COMPUTER SHOPPER 550 123 COMPUTER SHOPPER 550 124 COMPUTER SOLUTIONS 294 124 COMPUTER SPOLITIES. 188, 189 125 COMPUTER SOLUTIONS 294 126 COMPUTER SPOLITIES. 188, 189 127 COMPUTER SOLUTIONS 294 128 COMPUTER TOOLBOX, INC. 550 129 COMPUTER WRHSE. 322 120 COMPUTER WRHSE. 322 121 COMPUTER WRHSE. 322 122 COMPUTER ORDER 339 133 COMPUTER ORDER 339 134 COMPUTER ORDER 332 135 CONTOLRENT CORP. 332 136 CONSUMER COMP. 213 137 CONCURRENT CORP. 332 138 CONSUMER COMP. 213 139 CONTROL CORP. 550 150 COMPUTEN SOME COMP. 550 151 CONTROL CORP. 550 152 COSMIC COMP.UNLTD. 556 153 COST PLUS COMP. 550 154 CPU SHOP. THE 559 155 CREATIVITY UNLTD. 550 156 CREATIVITY UNLTD. 550 157 CROMEMCO 2 159 CSCS 356 150 CUSTOM COMP.TECH. 378 151 CUESTA SYS, 504 152 COSMIC HANGE 548 153 DATA ACCESS CORP. 429 163 DATA ACCESS CORP. 429 163 DATA AMAIL 453 166 DATA SURRE SOLUTIONS 172 165 DATA ACCESS CORP. 429 163 DATA AMAIL 453 170 DATA SOURCE SYS.CORP. 251 174 DECISION RESOURCES 145 175 DENISON KYBE CORP. 258, 259 176 DIGITAL DIMENSIONS 315 1 DIGITAL MARKETING 6 1 DIGITAL RESRCH. COMP. 561 179 DIGITAL BURENSIONS 315 1 DIGITAL MARKETING 6 1 DIGITAL RESRCH. COMP. 561 179 DISK SUPPLY CO. 36 180 DOKAY COMP.PROD.INC. 584, 585	103 104 383 106 107	COMPUPRO COMPUPRO COMPUSHA COMPUTER COMPUTER	/GODBOUT 117 /GODBOUT 158, 159 CK 456, 457 AGE 198 APPARATUS 497
516 COMPUTER FUIUHES 410 17 COMPUTER INNOVATIONS 475 18 COMP. LEARNING TREE 496 19 COMPUTER MAIL ORDER 204, 205 120 COMPUTER PLUS 144 121 COMPUTER SHOPPER 511 122 COMPUTER SHOPPER 511 123 COMPUTER SHOPPER 550 123 COMPUTER SPCLITES. 188, 189 124 COMPUTER SPCLITES. 188, 189 125 COMPUTER STOP. THE 443 126 COMPUTER WIND STOP. THE 443 127 COMPUTER WIND STOP. THE 550 128 COMPUTER WIND STOP. THE 550 129 COMPUTER WIND STOP. THE 550 129 COMPUTER WIND STOP. 329 120 COMPUTER WIND STOP. 329 121 COMPUTER WIND STOP. 320 122 COMPUTER WIND STOP. 320 123 COMPUTING 339 124 CONSUMER COMP. 212 125 CONDOR COMP. CORP. 388 126 CONTROL CORP. 552 127 CONTROL CORP. 552 128 COMPUTER WIND STOP. 550 129 COMPUTER WIND STOP. 550 120 CONDOR COMP. 550 120 CONDOR COMP. 550 121 CONTROL DATA 192, 193 122 CONSUMER COMP. 550 123 COMPUTER WIND STOP. 550 124 CPU SHOP. THE 559 125 CREATIVITY UNLTD. 550 126 CROMEMCO CII, 1 127 CROMEMCO 2 128 CSC 356 129 CSC 356 130 CSD 566 140 CUSTOM COMP. TECH. 378 141 CUSTA SYS. 504 142 DATA SOURCE SYS. CORP. 429 143 DATA BASE SOLUTIONS 172 144 DATA ACCESS CORP. 429 145 DATA SOURCE SYS. CORP. 251 146 DATA SURRE STOP. 258, 259 147 DESIGN WARE INSURED STOP. 258, 259 148 DIGITAL EQUPMINICORP. 258, 259 149 DIGITAL MARKETING 6 140 DIGITAL RESRCH. COMP. 561 179 DIGITAL DIMENSIONS 315 15 DIGITAL MARKETING 6 15 DIGITAL RESRCH. COMP. 561 179 DIGITAL MARKETING 6 15 DIGITAL RESRCH. COMP. 561 179 DISK SUPPLY CO. 36 180 DOKAY COMP. PROD. INC. 584, 585	109 110 111 517	COMPUTER COMPENTER	DISC. OF AM. 275 DISCOUNT PROD. 549 PRENEUR PUB.CO. 483
119 COMPUTER MAIL ORDER 204, 205 120 COMPUTER SHOPPER 511 121 COMPUTER SHOPPER 512 122 COMPUTER SHOPPER 550 123 COMPUTER SOLUTIONS 294 124 COMPUTER SOLUTIONS 294 125 COMPUTER STOP, THE 443 126 COMPUTER STOP, THE 443 127 COMPUTER STOP, THE 443 128 COMPUTER STOP, THE 443 139 COMPUTER WHANES, 322 126 COMPUTER WHANES, 322 126 COMPUTER WHOLESALE 166 127 COMPUTER WHOLESALE 166 127 COMPUTER WHOLESALE 166 128 COMPUTING 339 130 COMPUTING 339 131 CONCURRENT CORP, 362 131 CONCURRENT CORP, 362 132 CONDOR COMP.CORP, 388 133 CONSUMER COMP. 212 134 CONSUMER COMP. 213 135 CONTROL CORP, 552 151 CONTROL CORP, 552 151 CONTROL CORP, 552 152 COSMIC COMP.UNLTD, 556 153 COST PLUS COMP. 560 154 CPU SHOP, THE 559 155 CREATIVITY UNLTD, 550 156 CROMEMCO CII, 1 157 CROMEMCO CII, 1 158 CSC 356 160 CUSTOM COMP.TECH. 378 151 CUESTA SYS. 504 1 CYBERNETICS INC. 71 1 D. ARMSTRONG CO. INC. 477 1 D. ATA SOUTH COMP. CORP. 68 1 D. ATA SOUTH COMP. CORP. 68 1 D. ATA SOUTH COMP. CORP. 68 1 DESIGNWARE INC. 560 1 DIGITAL EQUPMNT. CORP. 258, 259 1 DIGITAL EQUPMNT. CORP. 258, 259 1 DIGITAL MARKETING 6 1 DIGITAL RESPICH. COMP. 561 1 DIP INC. 349 1 DISK SUPPLY CO. 36	113 114 516 117	COMPUTER COMP. LEA	INNOVATIONS 475 RNING TREE 496
COMPUTER WHOLES ALE 166 127 COMPUTERWORLD INTL 358, 359 128 COMPUTING 339 130 COMPUTING 339 131 CONDURENT CORP. 332 132 CONDOR COMP.CORP. 332 133 CONSUMER COMP. 212 134 CONSUMER COMP. 213 135 CONTROL DATA 192, 193 155 CONTROL CORP. 552 156 CONTROL DATA 192, 193 157 CONTROL DATA 192, 193 158 CONTROL COMP.UNLTD. 556 158 COST PLUS COMP.UNLTD. 556 159 COST PLUS COMP. 560 150 CORMEMCO CII, 1 157 CROMEMCO CII, 1 158 CUSTOM COMP.TECH. 378 159 CSC 356 160 CUSTOM COMP.TECH. 378 150 CUSTOM COMP.TECH. 378 151 CUESTA SYS. 504 1 CYBERNETICS INC. 71 2 D. ARMSTRONG CO. INC. 477 157 D/PUNCH 566 162 DAMAN 357 158 DATA ACCESS CORP. 429 163 DATA ACCESS CORP. 429 163 DATA ACCESS CORP. 429 165 DATA ACCESS CORP. 429 165 DATA ACCESS CORP. 429 165 DATA ACCESS CORP. 429 167 DATA SOURCE SYS.CORP. 251 168 DATA-LINE 548 170 DATA SOURCE SYS.CORP. 251 171 DATASOUTH COMP.CORP. 68 172 DATASOUTH COMP.CORP. 68 173 DESIGNWARE INC. 560 174 DIGITAL DIMENSIONS 315 175 DIGITAL DIMENSIONS 315 186 DIGITAL MARKETING 6 191 DIP INC. 349 187 DISK SUPPLY CO. 36 181 DOKAY COMP.PROD.INC. 584, 585	119 120 121 122 123	COMPUTER COMPUTER COMPUTER	MAIL ORDER 204, 205 PLUS 144 SHOPPER 511 SHOPPER 550
130 COMPUVIEW PROD.INC. 67 131 CONCURRENT CORP. 332 132 CONDOR COMP.CORP. 388 133 CONSUMER COMP. 212 134 CONSUMER COMP. 213 135 CONTROL CORP. 552 151 CONTROL CORP. 552 152 COSMIC COMP.UNLTD. 556 153 COST PLUS COMP. 560 154 CPU SHOP. THE 559 155 CREATIVITY UNLTD. 550 156 CROMEMCO CII, 1 157 CROMEMCO CII, 1 158 CYBERNETICS INC. 71 12 D. ARMSTRONG CO. INC. 477 14 D. ARMSTRONG CO. INC. 477 157 D/PUNCH 566 162 DAMAN 357 156 DATA ACCESS CORP. 429 163 DATA ABASE SOLUTIONS 172 165 DATA BASE SOLUTIONS 172 165 DATA BASE SOLUTIONS 172 165 DATA SOURCE SYS.CORP. 251 165 DATA SOURCE SYS.CORP. 251 168 DATA-LINE 548 170 DATASOUTH COMP.CORP. 68 172 DATASOUTH COMP.CORP. 68 173 DESIGNWARE INC. 550 174 DECISION RESOURCES 145 175 DENNISON KYBE CORP. 43 176 DESIGNWARE INC. 550 177 DIGITAL DIMENSIONS 315 1 DIGITAL EQUPMNT.CORP. 258, 259 178 DIGITAL EQUPMNT.CORP. 258, 259 178 DIGITAL EQUPMNT.CORP. 258, 259 179 DIGITAL MARKETING 6 1 DIGITAL RESRCH. COMP. 561 179 DIGITAL RESRCH. COMP. 561 179 DIGITAL RESRCH. COMP. 561 179 DISCOUNT SOFTWARE 211 1 DISK SUPPLY CO. 36 181 DOKAY COMP.PROD.INC. 584, 585	126 127	COMPUTER	S WHOLESALE 166 VORLD INTL. 358, 359
154 CPU SHOP, THE 359 155 CREATIVITY UNLTD. 550 156 CROMEMCO CII, 1 157 CROMEMCO 2 159 CSCS 356 159 CSD 566 150 CUSTOM COMP.TECH. 378 151 CUESTA SYS. 504 152 CYBERNETICS INC. 71 153 DESIGNEMENT SITE SITE SITE SITE SITE SITE SITE SIT	130 131 132 133 134	COMPUVIENT CONCURRE CONDOR CONSUMER CONSUMER	V PROD.INC. 67 NT CORP. 332 DMP.CORP. 388 I COMP. 212 I COMP. 213
157 CROMEMCO 2 159 CSCS 356 159 CSCS 356 160 CUSTOM COMP.TECH. 378 151 CUESTA SYS. 504 152 CYBERNETICS INC. 71 153 DIPUNCH 566 162 DAMAN 357 154 DATA ACCESS CORP. 429 163 DATA BASE SOLUTIONS 172 165 DATA EXCHANGE 548 165 DATA EXCHANGE 548 166 DATA-LINE 548 170 DATASWITH 487 171 DATASWITH COMP.CORP. 68 172 DATASWITH COMP.CORP. 155 175 DENNISON KYBE CORP. 43 176 DESIGNWARE INC. 560 177 DIGITAL DIMENSIONS 315 18 DIGITAL EQUPMNT.CORP. 258, 259 178 DIGITAL EQUPMNT.CORP. 258, 259 179 DIGITAL BRESCH. COMP. 561 179 DIGITAL RESRCH. COMP. 561 179 DISCOUNT SOFTWARE 211 180 DISCOUNT SOFTWARE 211 19 DISK SUPPLY CO. 36 181 DOKAY COMP.PROD.INC. 584, 585	151 152 153 154 155	CREATIVITY	UNLTD. 550
42 D. ARMSTRONG CO. INC. 477 537 D/PUNCH 566 162 DAMAN 357 DATA ACCESS CORP. 429 163 DATA BASE SOLUTIONS 172 165 DATA EXCHANGE 548 239 DATA MAIL 453 166 DATA SOURCE SYS.CORP. 251 168 DATA-LINE 548 170 DATA-SINT 487 171 DATA-SOUTH COMP.CORP. 68 172 DATA-SOUTH COMP.CORP. 155 174 DECISION RESOURCES 145 175 DENNISON KYBE CORP. 43 176 DESIGNWARE INC. 560 177 DIGITAL DIMENSIONS 315 DIGITAL EQUPMNT.CORP. 258, 259 178 DIGITAL MARKETING 6 DIGITAL MARKETING 6	157 159 539 160	CROMEMOO CSCS 356 CSD 566	OMPTECH 378
239 DATA MAIL 453 166 DATA SOURCE SYS.CORP. 251 168 DATA-SUNE 548 170 DATA-SUNITH 487 171 DATA-SOUTH COMP.CORP. 68 172 DATA-SOUTH COMP.CORP. 155 174 DECISION RESOURCES 145 175 DENNISON KYBE CORP. 43 176 DESIGNWARE INC. 560 177 DIGITAL DIMENSIONS 315 18 DIGITAL EQUPMNT.CORP. 258, 259 178 DIGITAL EQUPMNT.CORP. 258, 259 179 DIP INC. 349 180 DISCOUNT SOFTWARE 211 1 DISK SUPPLY CO. 36 181 DOKAY COMP.PROD.INC. 584, 585	537 162 163	D. ARMSTR D/PUNCH 50 DAMAN 357 DATA ACCE DATA BASE	ONG CO. INC. 477 66 SS CORP. 429 SOLUTIONS 172
174 DECISION RESOURCES 145 175 DENNISON KYBE CORP. 43 176 DESIGNWARE INC. 560 177 DIGITAL DIMENSIONS 315 178 DIGITAL EQUPMNT.CORP. 258, 259 178 DIGITAL MARKETING 6 179 DIP INC. 349 180 DISCOUNT SOFTWARE 211 179 DIP INC. 349 181 DOKAY COMP.PROD.INC. 584, 585	239 166 168 170 171	DATA MAIL DATA SOUF DATA-LINE DATASMITH DATASOUT	453 ICE SYS.CORP. 251 548 1 487 1 COMP.CORP. 68
* DISK SUPPLY CO. 36 181 DOKAY COMP.PROD.INC. 584, 585	174 175 176 177	DECISION F DENNISON	RESOURCES 145 KYBE CORP. 43
	179 180	DISK SUPPL DOKAY COM	Y CO. 36 IP.PROD.INC. 584, 585

Inqu	uiry No.	Pa	age No.	
183 1844 187 1992 2001 2003 2005 2019 2019 2019 2019 2019 2019 2019 2019	DUAL SY DUAL SY DUAL SY DUAL SY DUAL SY DUAL SY DYSAN (SEASTER ECONON EZZ ASSE EASTER ECONON EDIGE MENDING ELECTRIC ELLIS CO. ENGINEE ELECTRIC EMPIRIC EMPIRIC EMPRICE EMPRICA EMPRICA EMPRICA EMPRICE	S.CONTRO S.C	CORP. 66 L CORP. 66 L CORP. 70 329 RISES 491 ERALS 564 EMS 548 ROCOMP. 566 NG INC. 342 FURN. 323 558 10 CONSLT. 491 H. GRP. 34 CIALTIES 554 CIALTIES 554 CIALTIES 554 CIALTIES 334 G 477 ECTR.INC. 475 RAL SYS. 491 2 3351 33 530 CORP. 217 S. 554 COMP. 562 RE 487 COMP. 562 RE 487 CORP. 148, 149 449 129 51 100 100 100 100 100 100 100 100 100	4 5 3 4 1
509 227 228 16 231 232 233 234 543 235 236 237 238 164 240	INNOVA INNOVA INNOVA INSIGHT INT'L. MI INT'L. TR INT'L SF INTEGRA INTEK 56	TIVE RESE, TIVE SOFT TIVE SOFT ENTERPRI CRO SYS. IBLISHING ADE CONSI TW. ALLIAI AL DATA SY AND 264	ARCH 494 WARE 178 WARE 355 ISES 562 INC. 504 & SFTW. 311 ULTANTS 560 NCE 396 YS. 279)
232 233 234 543 235 236 237 238 164 241 242 243 245 246 249 250	INSIGHT INT'L. MI INT'L. PU INT'L. TR INT'L SF INTEGRA INTEGRA INTEK 56 INTELLIO INTERAC INTER	ENTERPR CRO SYS. BLISHING ADE CONSI TW. ALLIAI AL DATA SY ALLIAI	ISES 562 INC. 504 & SFTW. 311 ULTANTS 560 NCE 396 YS. 279 EFACTS 453 ROWARE 154 JCT. 177 JCT. 320	
252 253 254 255 256 257 518 258 260 261 262 263 266 270 271 273 274	J.C.SYST JADE CC JAMECO JDR MIC JDR MIC JJM-PAK JTR SYS' KADAK F KERN PL LABORA' LABORA' LEHMAN LIFEBOA LIVE RES LOGICAL LOMO DF LOGICAL LOW COS	EMS 20 WMP.PROD. MP.PROD. ELECTR. 5 RODEVICE 567 TEMS 11 RODUCTS IBLISHING TORY MICF BUSN.PROI i EDGE PRO 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	423 179 423 179 405 424 179 405 424 424 424 425 424 425 425 425 425 42	

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075 IVDEN 00117	
275 LYBEN COMP.SYS. 552 276 LYBEN COMP.SYS. 558 277 LYBEN COMP.SYS. 560 278 LYCO COMPUTER 495 280 MACROTECH INT'L. 38 281 MAGNETIC INFORMATION 55 282 MAILCOMP INC. 341 284 MARCEY,INC. 446 285 MARCEY,INC. 446 285 MARCEY,INC. 446 286 MARCEY,INC. 447 287 MARYMAC INDUSTRIES 439 288 MASTER ELECTR.INC. 479 515 MATCO DATA PROD. 389 191 MBI 562 289 MCNEILL 497 290 MCGRAW-HILL COLL.DIV. 455 291 MCP COMP.PROD. 564 292 MEDIA DISTRIBUTING 368 293 MEMORY MERCHANT 287 294 METAVAN INC. 164 295 MFJ ENTERPRISES INC. 347 296 MICRO COMP. CO. INC. 552 298 MICRO COMP. CO. INC. 552 299 MICRO CONTROL SYS. 412, 4' 320 MICRO MISTESS WORLD 288 330 MICRO MAGAZINE 552 331 MICRO MAGAZINE 552 333 MICRO PRO. INT'L. 464, 465 333 MICRO MINT 427 334 MICRO MINT 427 335 MICRO PRO. INT'L. 464, 465 336 MICRO MINT 513 335 MICRO PRO. INT'L. 464, 465 336 MICRO MORO MINT 513 336 MICRO WORKS, THE 176 337 MICRO PRO. INT'L. 464, 465 338 MICRO WORKS, THE 176 339 MICRO WORKS, THE 176 340 MICRO WORKS, THE 176 351 MICRO PRO. BUSN. IND. 229 352 MICROOMP. BUSN. IND. 229 353 MICRO MORO FERN. 306 354 MICRO SOLOPY, NO. 19 355 MICRO PRO. 1910 MICRO MART 570, 571 364 MICROPERIPH CORP. THE 556 376 MICROPERIPH CORP. 170 377 MICROPERIPH CORP. 170 378 MICROPOROESSORS UNLTD. 56 379 MICROSTUFF, INC. 119 380 MICROWART 570, 571 381 MICROPERIPH CORP. 170 382 MICROPOROESSORS UNLTD. 56 383 MICRO MART 570, 571 384 MICROPOROESSORS UNLTD. 56 385 MICRO MART 570, 571 386 MICROWART 584 387 MONITOR DYNAMICS 544 388 MICROPOROESSORS UNLTD. 56 389 MICROWART 570, 571 380 MICROPERIPH CORP. 170 381 MICROPERIPHE ALS 89 381 MICROWART 589 383 MECHOMBERGIAL TERMINALS 377 386 NECHOMBERGIAL TERMINALS 377 387 NECHORD WORK 110. 555 389 NEC INFORMATION SYS. 115 380 NECHOMBERGIAL TERMINALS 377 380 NECHOMBERGIAL TERMINALS 377 380 NECHOMBERGIAL TERMINALS 377 380 NECHOMBERGIAL TERMINALS 377 381 NECHOMBERGIAL TERMI	5 5 3 3 3 6 6 0
333 MUSYS 152 334 N.W.S. INC. 560 335 NABU COMMERCIAL TERMINALS 377 NCC/AFIPS 451 337 NEBS 473	
NETHONICS 301, 555 340 NETWORK CONSULTING CORP. 18 341 NEW GENERATION SYS. 220	
342 NEW VISION 416 343 NORSOFT CONSULT. 164 344 NORTH HILLS CORP. 164 345 NORTH HILLS CORP. 550 306 NORTHWEST INST.SYS.INC. 336, 337 NOVATION 484 529 NOVATION 485	
* NRI SCHOOLS ELECTR. DIV. 449 348 OASIS SYSTEMS 261 551 ODESTA 99 349 OFFICE AUTOMATION CONF. 44 350 OMEGA SALES 268, 269 351 OMNI RESOURCES 245	5
352 ORANGE MICRO 267 353 ORANGE MICRO 267 354 ORANGE MICRO 171 355 ORANGE MICRO 171 355 ORANGE MICRO 197 57 OREAD TECH 558 356 ORGANIZTL MGMT. SYS. 364 357 ORGANIZTL MGMT. SYS. 560 358 ORYX SOFTWARE 361 OWENS ASSOC. 384, 385, 503 359 P.R.I.C.E. 556 360 PACIFIC COMPUTERS 246 361 PACIFIC EXCHANGES 354, 494, 548, 556, 562	
361 PACIFIC EXCHANGES 354, 494, 548, 556, 562 366 PALOMAR COMP.EQUIP. 468, 469 AND AMERICAN ELEC. INC. 487 AND AMERICAN ELECTRIC AMERICAN	7

Reader Service _

Inqu	iry No.	Pag	ge No.	
373 374 375 376 116	PERSONA PERSONA PICKLES	RALS UNLT L COMP.S L SYS.TEC & TROUT 2	YS. 300	
377 378 379	POLYGON PRACTICA PRINCETO PRIORITY	ASSOCIA AL PERIPH ON GRAPH	l. 24, 25 HC SYS. 183 577	
382 384 385 386 387	PRO MICE PROFESS PROGRAM PROTOSY	RO SYS. 56 IONAL DAT IMERS SO S 64		
552 388 89 390 391	QT/GOLD QUADRAM QUADRAM QUANTEC	EN WEST 1 II CORP. 21 II CORP. 28	187 72, 273 32	
392 393 501 394	QUARK E QUASAR QUBIE DIS QUEST EL	NGINEERII DATA PRO STRIBUTOI .ECTR. 565	NG 157 D.INC. 153 RS 266	
395 396 399 400 401	RACET CO RADIO SH RANA SY	SEARCH X 56 DMPUTES IACK CIV STEMS 30,	186	
402 403 404 405 406	RED GATI	N COMP.PF E PUBL.CO ANCE TEC	ROD. 180, 181 J. 386, 387 HN. 238	
538 407 408 409	RICKERD. RIXON 22 RKS INDU S C DIGIT	6 ISTRIES, IN	NC. 481	

Inqu	iry No.	Page No.	
410 411 434	S-100 IN	MPUTER SUPPLY 353 C. 493 EMS 248, 249	
412	S.S.I. 556 SAFETER		
413 414	SATURN	OMP. TECH. 231 SYSTEMS INC. 239	
415 510 511	SAVVY N SCION C		
512	SCION C	ORP 5 DALE SYSTEMS 369	
417 418	SEATTLE SEIKOSE	COMP. PRODS. 292, 293 IA CORP. 105	3
173 419	SIERRA I	S SQUARED 357 DATA SCIENCES 39	
420 421 422	SIGMATE SINGLE S SLUDER	SOURCE SOLUTIONS 196	6
423 424	SOFT IM	AGES 109 H MICROSYS, 77	
425 426	SOFTWA	RE BANC 51	
427 428 429	SOFTWA	RE CONSLTG.SERV. 55 RE DISTR. 82 RE MODELS 172	0
430	SOFTWA	RE PUBLISHERS 562 RE STORE 548	
432	SOFTWA SOLID S	RE TECHNIQUE 556 TATE SALES 310	
435 436 437	SOUTHC	MICRO SYS. 344, 345 OAST COMP.SYS. 544 RN COMP.SYS. 326	
438 439	STAR MI	CRONICS 333 ELECTR. CORP. 126	
440 442	STROBE	23 JRED DESIGN 558	
443	SUNNYI	NT'L. 545	

Inq	uiry No.	Page No.
444		
445		OFTWARE 556 131
447	SUPERSOFT	
448 449	SUPERSOFT SYNCOM SY	135 STEMS 26
540	SYSTEMED (ORP. 566
450 546	TARBELL EL	
451		NESS FORMS 544
468	T.D.I. 284	
452 453	TECH-DATA	
•	TECHNICAL S	SYS.CONSLTNS. 343
455	TECMAR INC	
457	TELECON S'	
458	TELETEK 55	110 040 040
459 460	TELEVIDEO TERMINALS	TERRIFIC 8
523	TEXAS COM	
524 525	TEXAS COM TEXAS COM	
526	TEXAS COM	P.SYS. 379
527 462	TEXAS COM	P.SYS. 379 RUMENTS 289
463	TEXAS INST	RUMENTS 241
464 465	THINK SOFT	WARE 364 SOFT INC. 492
405	THORN EMI	
467	TIC-TOC SYS	STEM 558
506	TMP/UNITED	ST. GRAPHICS 531
469	TRANSNET	SOFT, CO. 151 CORP. 340
470 471	TRISTAR DA	TA SYS. 348
473	U.S. MICRO	SALES 546
474	U.S. MICRO	

,,,,	my ito. Tage ito.
475 476 477	U.S. EXCHANGE 554 U.S. EXCHANGE 562
478 479 480 508	ULTRA MAGNETICS TECHN. 139 UNIFIED SOFTWARE SYS. 554 VERBATIM CORP. 175 VECTRIX 234
481 533	VEYTEC INC. 475 VICTOR BUSN.MACH. 255
482 483	VIDEX 271 VISIBLE COMP.SUPPLY 495 VISICORP INC. 247
485 486	VISTA COMPUTER CO. 65 VOTRAX 375
487	VOTRAX 493 VR DATA 481 VYNET CORP. 489
489	WALL STREET JOURNAL 461 WARNER ROBINS AFB 218
490 491 493	WASHINGTON COMP.SERV. 144 WASHINGTON COMP.SERV. 557 WEST STAR MICRO 324
	WESTICO INC. 203 WHITESMITHS LTD. 335
494	WHOLESALE SUPPLIERS 353 WILD HARE COMP.SYS. 407 WIN/MILL RESEARCH INC. 356
496 497 498	
500 492	WINTERHALTER & ASSOC. 497 WORDTECH SYSTEMS 492 W.S.T. 499
502	X COMP 303

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Page No.

Inquiry No

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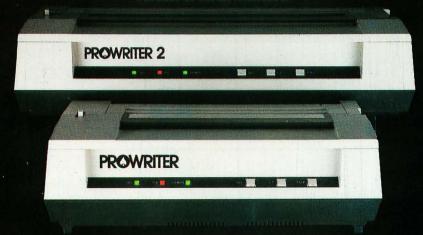
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